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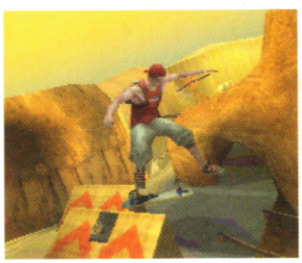

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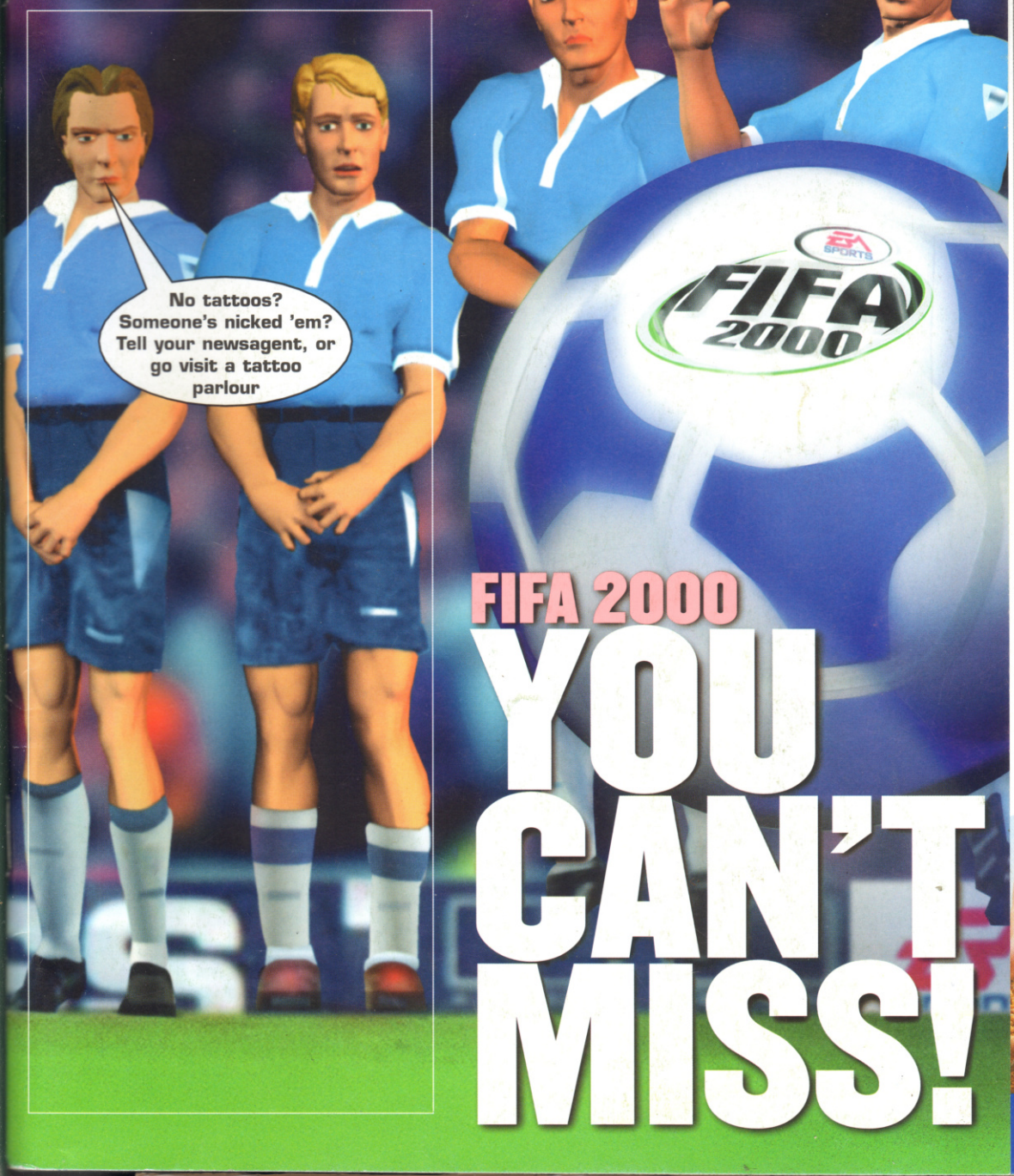

FIFA 2000
YOU CAN'T MISS!

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COVER STORY

FIFA 2000 6
The fan's favourite football game returns, but is it a championship contender? Find out in our exclusive review

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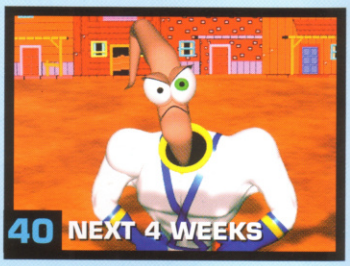

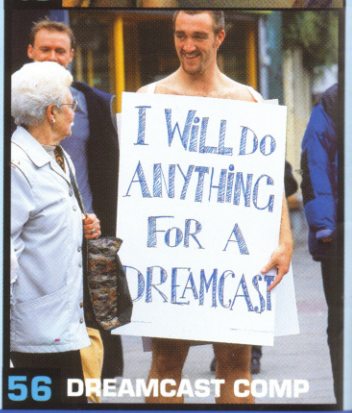

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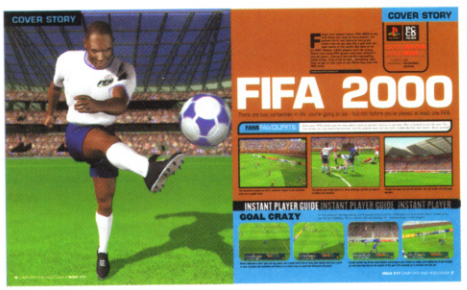

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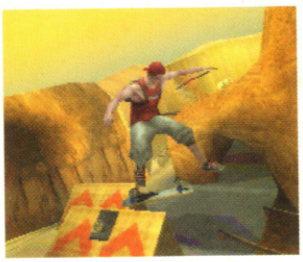

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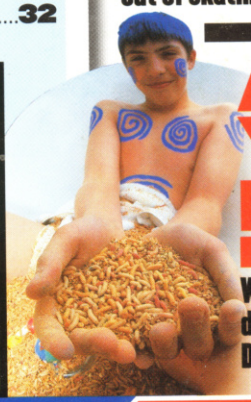

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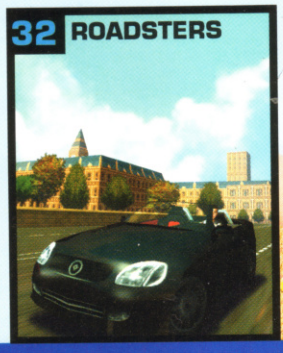

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LOOK! UNDER HERE

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LOOKING FOR THE BEST 3D ACTION GAME ON DREAMCAST?

An all-out action game where anything goes. Power up for the first true 3D-action fun!

"Massively addictive, cleverly realised and simply beautiful to look at, Capcom's Power Stone is truly a jewel in the Dreamcast's crown" Edge 9/10*

"Power Stone is probably the closest any game on a home system has come to the coin-op quality that video games has always strived for" Arcade 6/6*

- Jaw-dropping graphics with fast-paced game play!
- Loads of special interactive moves - climb a pillar, lift a chair or even run up a wall.
- Find the fantastic weapon power-ups...a bazooka, a Molotov cocktail, a flamethrower plus more!
- Collect the power stones to increase your fighting power.

Capcom has created an instant classic. Brightly hued, unstoppably playable, fiercely addictive, this is videogaming at its raw best.... Buy it

Dreamcast UK 9/10

CAPCOM®

* Import/NTSC version reviewed

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Dreamcast

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Did you know we were the world's first games magazine? Did you also know we're still the UK's best selling mag that covers every kind of game? That's something no one else can claim – you don't survive unless you're offering a superb magazine, and you don't stay number one if you're not a whole lot better than the other mags on the shelves. Those are two judgements that readers like you make every month.

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- We give you the very best buying information, so you'll never waste your money again
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- Our tips and guides make playing even more fun
- We love games just as much as you do
- We cover it all, we're the ONLY magazine you need

MEET THE TEAM...

Who produce the mag and their most-played games this month

Join us online at www.computerandvideogames.com

APPLE
- *Dino Crisis*
- *Tony Hawk*
- *Jet Force Gemini*

BANANA
- *Psychic Force*
- *Final Fantasy VIII*
- *Ready 2 Rumble*

LEMON
- *Quake 3 Arena*
- *Nocturne*
- *Age Of Empires 2*

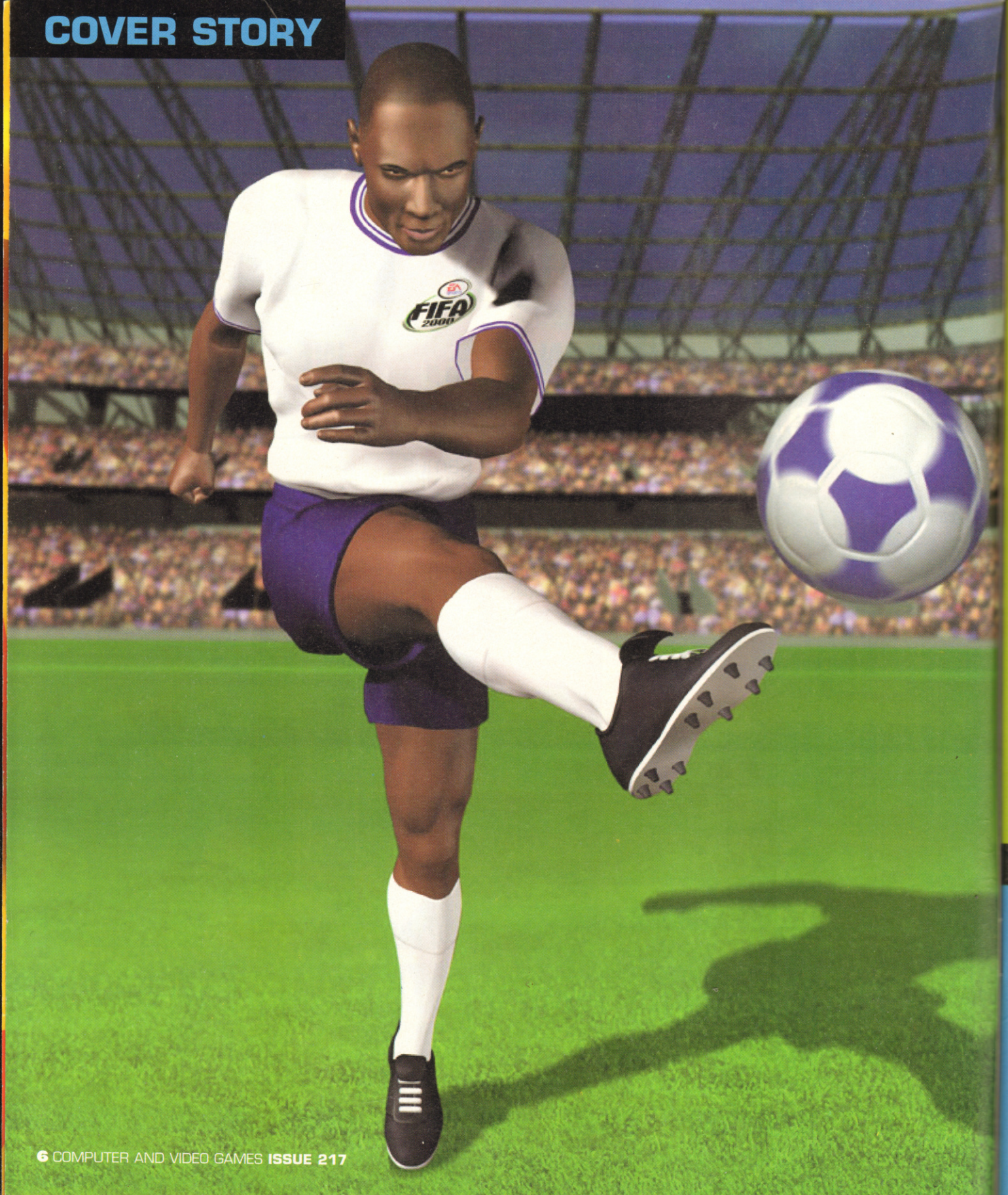
ORANGE
- *Tony Hawk*
- *Turf Masters*
- *Dino Crisis*

PLUM
- *Rayman 2*
- *Jet Force Gemini*
- *FIFA 2000*

MELON
- *Tony Hawk*
- *Pac Man World*
- *Ready 2 Rumble*

PEAR
- *Tony Hawk*
- *Freelance*
- *Insomnia*

GRAPE
- *Donkey Kong*
- *Space Invaders*
- *Pac Man*


FIFA
2000

PC CD ROM | PlayStation

COST: £34.99
OUT: NOW
PLAYERS: 1-4
COMPATIBLE: KEYBOARD/ JOYPAD

Forget your season ticket. *FIFA 2000* is the only ticket you need to footie heaven. It's packed full of new features and great tricks that let you play like a god with the best teams in the world. But best of all, it's *FIFA*. Sixteen million players can't be wrong. That's how many *FIFA* games have been shifted in just six years – making it the world's best-selling footie series. They must be doing something right. Pull your boots on and check out our review on PC below. You can even have a sneak peek at the PlayStation version too.

WORDS&SCREENSHOTS: DEAN SCOTT

FIFA 2000

There are two certainties in life: that you're going to die – but not before you've played a *FIFA* game

FANSFAVOURITE Every year, *FIFA*'s latest tops the best sellers chart as gamers clamour to get their dose of football fun for the year. The new version is a big visual improvement, and the players move and act more realistically than ever before. Brace yourself.

The sensational goals are still in evidence. Expect to net overhead kicks on a regular basis

The players get really upset at a nasty challenge and the ref steps in to diffuse the situation

Though not based on real-life footie grounds, the new stadia are amazingly detailed

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER

GOAL CRAZY

On the amateur difficulty setting, you'll happily dance past five challenges and smash the ball in. Looks great, but not too satisfying. On the harder difficulty settings it's – unsurprisingly – much tougher.

Better defenders won't give you any space, but a quick trick turn or drag-back should steal you a yard or two. Go down the touchline and throw in an early cross to catch the defenders off guard

A swift double-tap off the shoot button will prepare your striker to volley, and holding the D-pad straight up will make him aim for the corner of the goal. Grin insanely as it screams into the net

CLASSICMATCHES

Just what was the best football team of all time? Brazil 1970? The under-achieving Dutch team of 1974? Maybe even England's heroes of 1966? *FIFA 2000* lets you settle these arguments once and for all, with the choice to play for and against some the best teams in history.

Old matches are played in sepia tone for authenticity, and the ball style and players' shorts are historically accurate

The 1950s Real Madrid team teach Holland the meaning of 'total football'. The Dutch team were clearly hindered by their mullet hairdos

You don't have to play with old teams, either. Here, present-day Brazil get physical with the young guns of Leeds United

RIGHTANGLE

Most footie games give you a choice of angles from which to view the action, but few offer more than one that is actually practical. *FIFA*'s different cameras can lend a whole new perspective to the game, and the zoomed-out Tower camera is sure to be a big hit with fans of classic top-down footie games like *Sensible Soccer*.

Zoom the camera out for an old-school footie experience. Seeing more of the pitch will make you more ambitious in your passing

The close-up Action cam shows you the superb detail on the players, but it's a bit of a nightmare to play from this angle

The Superb Goal cam kicks-in on replays, giving you a Sky Sports-style view of that crucial goal. It's a small feature, but you'll love it

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

DEAD BALL

Free kicks and corners aren't the gold mine they were in the previous game, but use the new features cleverly and you'll come to regard set plays as a really good scoring opportunity.

Standing over the ball, the kick-taker has three obvious target players. Stab the Set Play key to set these players in motion

Keep an eye out for the player who manages to shake off his marker, then loft a pass in for him to head or volley

Aim for the corner of the goal by holding the D-pad straight up or down. If the keeper palms it away you'll pounce on the rebound

NEW TRICKS

As with any new version of *FIFA*, there are a host of new features that make *FIFA 2000* even more like the real thing. The crowd leaps up and down in the stands when you score, and the players behave more realistically, even arguing with the ref and throwing temper tantrums

Collisions between players are more realistic than ever before, with the smaller player usually coming off the worst

Players now jostle with each other on and off the ball, holding each other away from the ball. There's also a new ball-shielding feature

Check how the players really do keep watching the ball when it's in the air. Attention to detail that adds a bit of polish to the game

Players psyche each other up before the game and at half-time. They'll argue with the ref as they're going off, too

"Expect to net overhead kicks"

CELEBRATE IN STYLE

A goal's not worth scoring if you can't rub it in your opponents' face with a little jig. To this end, *FIFA 2000* has chosen some of the more outlandish antics of Robbie Williams – digitised and used as goal celebrations. There are heaps of celebration moves for you to gloat with

Ronaldo looks well pleased with his hat trick. Surprising, considering Brazil were always going to hammer Watford

England go one up against Iran and our boys are ecstatic – using some of that Robbie Williams stuff. The Iranian keeper looks suitably gutted

Mustapha Random, the Iranian striker, takes a bow after squeezing the ball past David Seaman's mighty moustache

Even the old fellas of yore love a bit of it, risking head lice transmission with their corner flag aeroplane dance

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SKILLS

Skills are an important part of the *FIFA* series, and you should be using them for more than show-off value with your mates. Try some of these out if you like the taste of victory.

The drag-back skill is essential for beating a defender on the edge of the box. You can also use it on an on-coming keeper to go round him for a tap-in, or make him pull you down for a penalty

The hurdle command is useful for dodging those nasty sliding tackles, but will also take you up and over an advancing keeper for a simple tap-in. Goal!

The new ball-shielding feature will allow you to take a pass in a crowd of players, but it's also ideal for wasting time down by the corner flag. Like in real-life footie

CHANGE OF DIRECTION

Some of the most noticeable changes from *FIFA '99* can be seen in the way your players distribute the ball – both for passing and set-piece controls.

When in possession, your player now has a passing indicator under his feet. If that indicator is red, passing the ball will result in an interception by the opposition. A green indicator shows a pass will be good, and a yellow indicator means it's risky

Set plays take their cues from the *John Madden* American football games, putting a different button icon above three of your players. This means they can't pre-empt where you're going to throw or kick the ball as easily as when a standard directional arrow is used

KNOW YOUR ENEMY

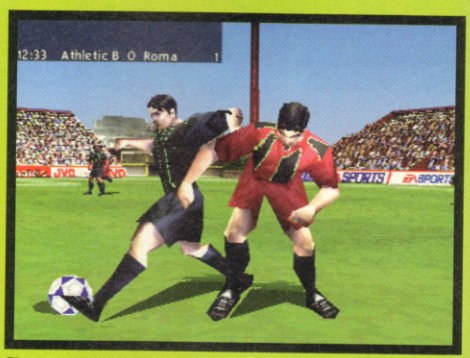
The ref: The refs in *FIFA 2000* will still send you off for kicking the opposing goalie in the happy sack off the ball. You can alter how strict he is, but you won't get away with anything gratuitous. You can even see his lips moving as he gives your clumsy centre backs a roasting

CONSOLE YOURSELF

If you're a console gamer and looking at these shots in wonder, we've got good news and bad news for you. The PlayStation version hits the streets at the same time as the PC variant, and we'll have the in-depth review next month. N64 players are due a long wait though, as there are no plans to convert yet. Ditto Dreamcast.

Inevitably, some stadium detail is lost in the PlayStation conversion, but it's still a better looking game than its predecessors in the series

The detailing on the players looks impressive from a distance, but close up these boys look even uglier than their real-life counterparts



Player movements are common to both PC and PlayStation, so although these guys don't look as good, they still behave as convincingly

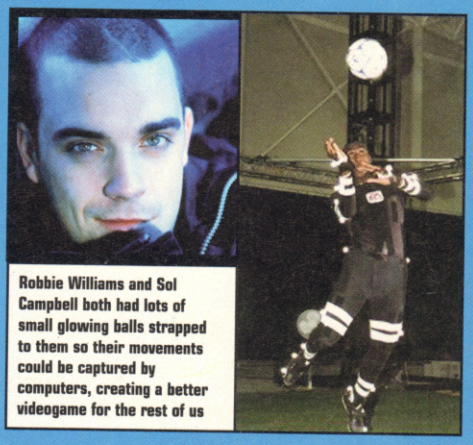
INSTANT PLAYER GUIDE

MOTION CAPTURE

Yet again, the player animations in *FIFA*'s latest are based on a real-life player. This time it's Tottenham and England centre back Sol Campbell, whose movements have been scanned into the game.

But an end-of-the-century *FIFA* game wouldn't be right without Mr Millennium himself, Robbie Williams. As well as singing the game's theme song, Robbie lends some of his cheekiest dance moves to the player celebrations.

There's been much speculation that Robbie will be playable - we can finally confirm that it's true. He's due to appear in a special guest starting line-up in the rest-of-the-world league. Wonder what he's like a taking high-pressure penalty kicks?



Robbie Williams and Sol Campbell both had lots of small glowing balls strapped to them so their movements could be captured by computers, creating a better videogame for the rest of us

WHAT WE THOUGHT

BEST YET

FIFA 2000 is the best in the series so far, with improved gameplay, better graphics and a better footie feel. The players collide more realistically, and the difficulty level has been tweaked to challenge skilled players. You can also crank up the speed to test your skills even more. The attention to detail is staggering: a well-placed shot will knock over the keeper's water bottle in the net, for example.

RESERVATIONS

FIFA is very much a pick-up-and-play kind of game. You can score spectacular goals just as easily as tap-ins, and this will dismay those who like to really earn those cracking goals. *FIFA* also sells on having the real player names, but the number of official licences out there means this version doesn't have the correct stadia, competition names, club sponsors or badges. If you want those as well you'll need a different game.

FINAL WHISTLE

FIFA 2000 is undoubtedly the best footie game on the PC. It's great fun and could convert those who hated the previous games in the series. It's better than the last *FIFA*, although some might feel the improvements don't go far enough to make it an essential purchase. If you've never tried a *FIFA* game, this is one to go for.

computer and video GAMES

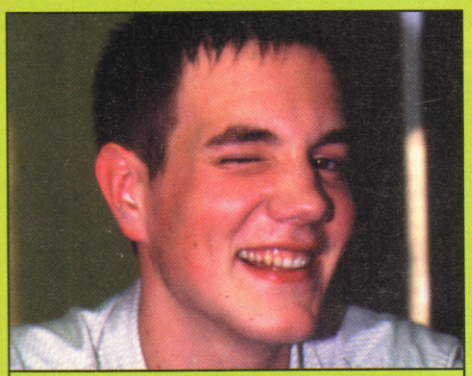
★★★★

IF YOU LIKE THIS TRY THESE...

Actua Soccer 2 (PC), *ISS Evolution* (PS), *UEFA Striker* (PS, DC)

BUT I LOVE ISS...

Is *FIFA*'s latest good enough to win converts from the packed ranks of hardened ISS fanatics? We let a team of them loose on the PlayStation version. Here's their verdict:



WILL JEFFERS, 18
OCCUPATION: BUTTERFLY BOXER
BETTER THAN ISS?: NO
RATING: 3/5

"It's pretty clear that this is a major improvement over *FIFA '99*. The players actually look like they're running in this game – in *FIFA '99* it was like they were ice-skating. But it's still not quite up to scratch. If they keep improving them at this rate they might have a decent game by 2020! I'd still rather play *ISS*, but having all the real player names is a big plus point in its favour."

GEORGE WHETNALL, 18
OCCUPATION: UNEMPLOYED ACTOR AND MODEL
BETTER THAN ISS?: NO
RATING: 3/5

"It's a good-looking game, but the players don't seem quite so hot when they're close up. As a game it doesn't break enough new ground. It's just a bit too similar to the last game in the series for my liking. The major plus point with the *FIFA* games is that you can pick them up and have a good game straight away. *ISS* is a lot more unforgiving and beginners tend to get a hiding first time out."

JAZZ GODDARD, 18
OCCUPATION: PART-TIME TOILET TESTER
BETTER THAN ISS?: NO
RATING: 2/5

"It's a big improvement over *FIFA '99* and I played that to death. This version plays a lot more like real football, it's more fluid and it's got a better feel to it. Having the proper players' names is good, because with *ISS* I tend to spend ages typing them all in. You can score some spectacular goals in *FIFA* games, and it's easy to play. But I don't think this version is enough of an improvement on the predecessor."

"Can you still foul the keepers and get sent off in this one?"

ANTHONY ANIFOWOSHE, 18
OCCUPATION: QUANTUM ARCHAEOLOGIST
BETTER THAN ISS?: NO
RATING: 2/5

"Well it's certainly more fluid than *FIFA '99*. They've taken out some of the soft goals, like from corners, and the pitch area seems a lot bigger. It looks a lot more like a football game now – the players look and move more realistically. It's too easy to score goals in this game. The skill has been taken out of it completely. You can just keep hammering the skill button and not get tackled. It's great for the casual player, because they can pick it up and play it easily. Hardcore players will still prefer *ISS*, though."

DANNY WILSON, 18
OCCUPATION: MANAGER OF SHEFFIELD WEDNESDAY FC
BETTER THAN ISS?: NO
RATING: 1/5

"The others here like having real player names, but I think it's a bad thing. Your player can take it round eight players and score a cracker, and then you discover the player's name is: David Batty. Batty would never do that in real life! I don't like the feel of this game. Having to keep hitting a button in order to run turns the game into a button-bashing contest. They should have stopped making these games back in 1995."

WE RECKON

These guys are pretty hard to please. The fact that two *ISS* fans gave it three stars is no mean feat for a *FIFA* game. But we feel the PlayStation version they played is not as strong as the PC one. *FIFA 2000* on the PC is the best footie game around. Next month, we'll give the *FIFA* fans a shot at the PlayStation version.

COMPETITION ENTRY FORM

We've got half a dozen copies of both PC and PlayStation versions to give away. Just answer the simple question below and send your entry to "FIFA 2000 Competition" at our usual address.

Q: WHO WON THE 1998 WORLD CUP?

Answer: .....
Name: .....
Age: .....
Address: .....
.....
.....
.....
Tel. No: .....
PlayStation or PC: .....

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SCOOP!

Victory is mine! Ricky celebrates while runner-up Alan broods in the background

TRICKY RICKY DRIVES THEM SICKY

LONDONER SCOOPS A BUNDLE IN MILLENNIUM CHALLENGE VICTORY

DREAMCAST HITS BACK
More great games to rival PS2. p24

GRAN TURISMO 2
Cars, cars & more cars. p16

TUROK RAGE WARS
Multiplayer mayhem. p28

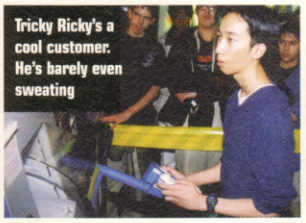
INTERNATIONAL TRACK & FIELD 2
Button-bashing at its finest. p30

WHO MADE THE FINALS

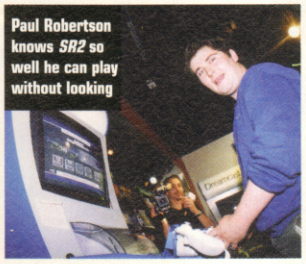
The contenders (and their qualifying heats) were:

- Ricky Ip Wai (London)
- Chris Lamb (Birmingham)
- Rudi Halfman (Leicester)
- Daniel Webb (Liverpool)
- Imran Ashraf (Leeds)
- Paul Robertson (Glasgow)
- Alan Fraser (Newcastle)
- Ryan Dereham (Southampton)
- Ben Quince (Bluewater)
- Martin Butler (Oxford)
- Kamal El-Haj (Kingston)

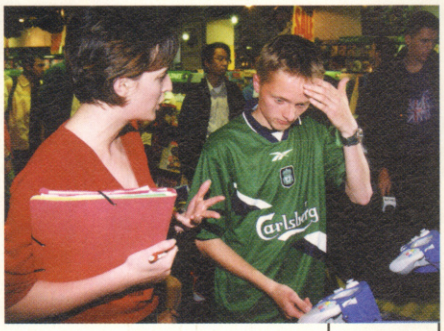
Noooo! Semi-finalist Ryan Dereham can't quite believe he's out after coming so close



Tricky Ricky's a cool customer. He's barely even sweating



Paul Robertson knows *SR2* so well he can play without looking



Phew! Liverpool's Daniel Webb is in the driving seat and the heat is really on. He did make it through the opening qualifier but eventually lost it in the quarter-finals

COOL-HEADED Ricky Ip Wai has beaten off the UK's toughest *Sega Rally 2* racers to be crowned Millennium Challenge champion. The Londoner was too tricky for the rest, turning in a series of blinding performances as rival racers cracked under the extreme pressures of the finals of *Sega Rally 2* on Dreamcast.

SET THE PACE

Tension mounted as crowds of spectators and camera people gathered to watch the cream of the competition heats battle it out at HMV in London's Trocadero Centre. In front of his home crowd, Ricky set the pace, turning in the fastest lap time in every qualifying round.

TIGHT AS A...

By the quarter finals, competition was so fierce that Leicester's Rudi Halfman (20) and Southampton's Ryan Dereham (17) clocked exactly the same fastest lap speeds to 100th of a second, both qualifying along with Newcastle's Alan Fraser, whose times were steadily getting better.

BLEW IT

By the final, Ricky's times were dropping and it looked like he'd peaked too soon, but in a nail-biting finish, it was Alan who cracked and blew it with some shaky cornering on tight bends. This left Ricky walking off with the awesome jackpot: a Dreamcast console, a dozen games, £500 of HMV vouchers and a subscription to Computer and Video Games. The runners-up received just one game, a mag subscription and HMV vouchers.

NERVES

Shaking hands and raw nerves played a big part in the deciders, which were also filmed for TV show Gamers. All the semi-finalists, except Ricky, blamed nerves for crashing out so close to victory. "My legs were shaking," admitted Ryan, while Rudi said, "I just collapsed under the pressure." The disappointment was most intense for finalist Alan, who admitted afterwards, "I'm gutted," partly blaming the result on "pressure and nerves."

But both he and ecstatic Ricky agreed that the winner had superior cornering technique. "I took the tight turns in fourth or fifth gear and he took them in second or third," said Ricky, who has previously won two other player contests. He spent two months playing *Sega Rally 2* on a Japanese Dreamcast to prepare for the Millennium Challenge – and it all paid off in the finals.

SPEND, SPEND, SPEND?

Now all Ricky has to prepare for is how to spend his vouchers and which Dreamcast games to choose for his PAL Dreamcast. But will he spend, spend, spend? "I'll buy a few presents but I'll save the rest for new games," he quipped.

PETER WALKER

WANNA BE A WINNER?

Do you want to be a winner at *Sega Rally 2* like Ricky? Well here's how, using Ricky's own tips:

- **Find a car that best suits your way of driving, ranging from rear-wheel to four-wheel drive**
- **To get a good start, don't over-rev the engine at the start**
- **Try to get used to the tracks so you can discover where and when you should brake on the turns**
- **If you stick close to the corners you can save some time – accelerate out of bends once you're certain you've got control of the car. Try not to over-steer. Drive gently**
- **Not all turns require braking – some only require you to let go of acceleration slightly**
- **When drifting, keep the drift angle to a minimum. This way you should keep your speed up during turns**

Winners

Compos from Issue 214

GTA GIVEAWAY

■ Darren Peters, Eastbourne; Luke Brownbridge, Doncaster; Claire Daniels, Dagenham; Asif Shahzad, Stoke Newington; Kieron Thornton, Maidenhead have each won a copy of *GTA 2*.

DUNGEON KEEPER GEAR

■ Jonathan Bragegirdle, Kenilworth; Daniel Shaw, Warrington; Morgen Givens, Newport; Mark Cadman, Wordsley; Marvin Murphy, Midhurst have each won a copy of *Dungeon Keeper*, a hat, t-shirt, pen and a cool CD wallet.

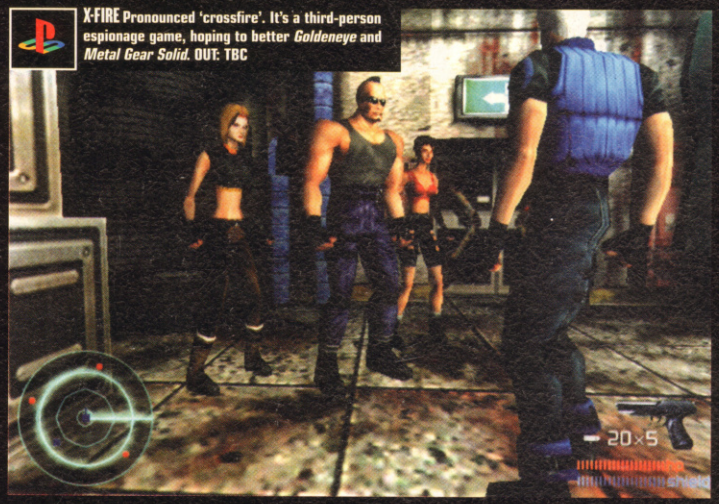
I LOVE GUNS

■ Seriol Dafydd, Ceredigion has won himself a Falcon Light gun.

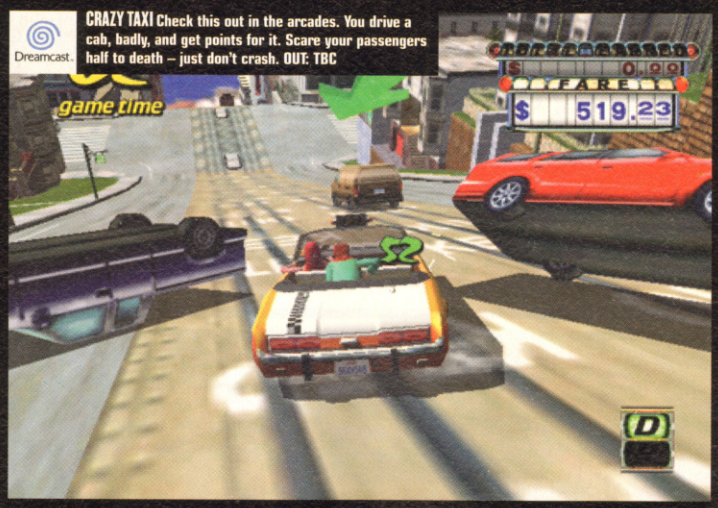
FIGHTING FORCE 2

■ Graeme Porter, Liverpool; Nick Gare, Dagenham; Sian Plummer, Stapleford; Paul Topping, Eccleston; Daniel King, Finland; Jonathan Edwards, Cardiff; Dave Humphries, Shrewsbury; Lloyd Duffield, Cheltenham; Sebastian Dumont, Milton Keynes; Dan Mason, Plymouth will each win a copy of *Fighting Force 2*.

SPECIAL THANKS go to all the crew at HMV across the country who helped out with the heats and final, as well as Sega.



X-FIRE Pronounced 'crossfire'. It's a third-person espionage game, hoping to better *Goldeneye* and *Metal Gear Solid*. OUT: TBC



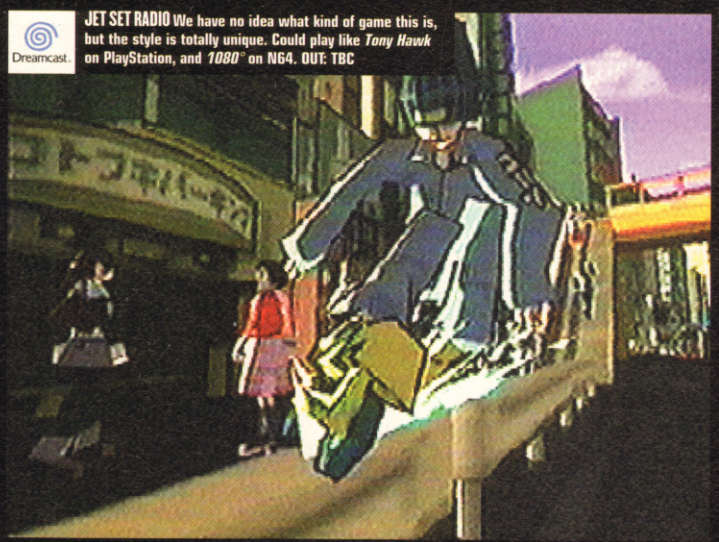
CRAZY TAXI Check this out in the arcades. You drive a cab, badly, and get points for it. Scare your passengers half to death – just don't crash. OUT: TBC

ACCESS ALL GAMES

computer and video GAMES

We search every month for stunning in-game shots from new games you'll play soon. You won't see better anywhere else

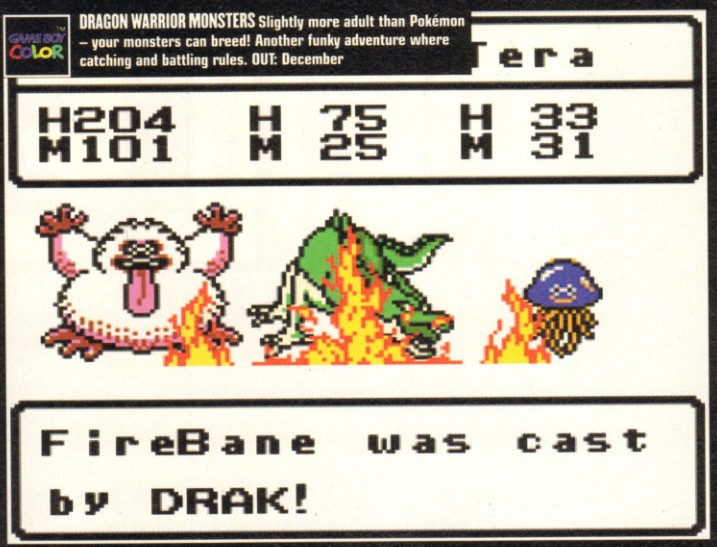
SPACE CHANNEL 5 Austin Powers meets Parappa in this cool rhythm-action game. Make cyber-babe Ulala dance, shoot aliens, and zap humans. OUT: TBC



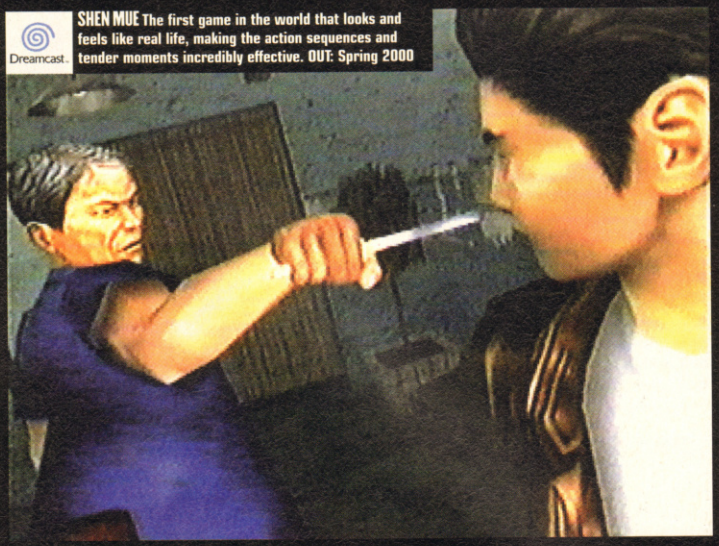
JET SET RADIO We have no idea what kind of game this is, but the style is totally unique. Could play like *Tony Hawk* on PlayStation, and *1080°* on N64. OUT: TBC

LEGEND OF DRAGOON Spectacular RPG with graphics to rival *Final Fantasy*. Hopefully it will have the story to back it up. The intro movie is astounding. OUT: TBC

DRAGON WARRIOR MONSTERS Slightly more adult than Pokémon – your monsters can breed! Another funky adventure where catching and battling rules. OUT: December



SHEN MUE The first game in the world that looks and feels like real life, making the action sequences and tender moments incredibly effective. OUT: Spring 2000



PHANTASY STAR ONLINE Join other players online in a world that makes *EverQuest* look ropey. Imagine fighting this dragon – it's too good to be true. OUT: First quarter 2000

VIRTUAL ON: ORATORIO TANGRAM Oh mighty Dreamcast! The ultimate polygon graphics demonstration with giant robots battling over the internet. Amazing. OUT: TBC

SAGA FRONTIER 2 Multiple plots and an intense battle system, wrapped up in the sweetest PlayStation visuals yet. This RPG is a work of art. OUT: First quarter 2000

INTERNATIONAL SUPERSTAR SOCCER We've only seen this running on video, but the quality shines through. Promises the same great gameplay with ultra-realistic graphics. OUT: TBC

FACTS

GAME: **GRAN TURISMO 2**
FORMAT: **PLAYSTATION**
OUT: **DECEMBER**
MULTIPLAYER: **1-2**
TYPE: **RACING**
BY: **POLYPHONY DIGITAL**
STATUS: **90% COMPLETE**

POLE

RACING RIVALS WON'T SEE GRAN TURISMO FO DUS

PREPARE TO bin all other racing games – *Gran Turismo 2*'s got it all. You won't believe how much better it is than the original. This is the works. It has everything you could want in a car game.

TRANSMISSION FROM GOD

Given the choice, the man heading up the *Gran Turismo 2* project would rather drive for real than race on PlayStation. However, it's his job to create great PlayStation games, so he puts his heart and soul into it. That's why this sequel, to a game no one could believe was possible on PlayStation, offers at least triple the enjoyment of the original. Everything you could think of is in here, as true to life as PlayStation can manage.

IT'S A CONTINUATION

There are 60 licence tests to complete now, whereas the original had 'only' 24. If you've already devoted time to perfecting the tests in *GT1*, you have the advantage, because all the data is transferable. This unlocks much of the game that would otherwise take you months to work at.

IT'S A WAY OF LIFE

Everyone has a big task ahead with *GT2*, though. Try 500 cars for size – you're not going to accumulate them overnight. You should be licking your lips at the prospect of owning cars from 33 major car manufacturers. Big names, all of them: Mitsubishi, BMW, Lotus, Alfa Romeo, Jaguar, Aston Martin, Chrysler... it goes on. The 19 Euro manufacturers are the most exciting additions since they didn't feature in the original game.

THE BALANCE OF POWER

Though you can't roll the cars, every other aspect of the handling is as true to life as possible. The realism is such that a car's balance will affect its speed, which seems like an expert's job on the tuning screens.

THREE GAMES IN ONE

Off-road circuits account for roughly half the total in *GT2*. The track we've seen featured hills to fly over, with dry and muddy patches within the same course. There won't be weather conditions affecting the road surface. But, if you want to act daft, you can take all but a few of the 500 cars on rally circuits, even the most unsuitable ones.

BURN RUBBER

We've yet to see this in action, but *GT2* promises drag racing as part of the deal. The team had wanted to make this feature an exercise in precision gear-work. The result is still sure to be worth turning up the volume to enjoy.

WORLD'S CRAZIEST CIRCUIT

Circuits are built to entertain the crowds in America, resulting in some dangerous but ultimately spectacular races. Leguna Secca, included for *GT2*, is tricky for inexperienced drivers since it's impossible to muddle your way around. There's also a crazy corkscrew section, which really shouldn't be allowed.

PAUL DAVIES

WE RECKON

When *GT2* is released it will be the definitive racer. Technically, it's the best game ever to have appeared on PlayStation. The uncannily realistic artificial intelligence of the other cars means every race will be a total joy. We're assured of some decent two-player options, too. We can't wait.

Close up detail is sharper than before, as you can see on this motor

One of the slickest cars in the pack is the fairly new Lotus Elise

Give the Mini Cooper some welly. You never know, you might win

POSITIONED

DUST

The Subaru Impreza gets some air on one of the new rally circuits

You'll thrill as the Toyota Supra zips by in the realistic replays

This is the car driven by the game's producer in real life. Lucky, eh?

TEST YOUR KNOWLEDGE

WIN £100

TO SPEND ON WHATEVER YOU WANT

Answer these ten questions and you could have £100 to spend on games, hardware or anything you like. If you need help with some of the answers, try looking through Computer and Video Game's Scoop! section. Good luck

1 Which console will *Turok Rage Wars* be released on?
A Dreamcast
B PlayStation
C N64

2 Who won our Millennium Challenge?
A Darth Vader
B Peter Pan
C Ricky Ip Wai

3 Which page is this cool screenshot from?
A 24
B 28
C 21

4 How many licence tests are there to complete in *Gran Turismo 2*?
A 24
B 36
C 60

5 Which Game Boy game looks set to give *Pokémon* a run for its money?
A *Gex 3: Deep Pocket Gecko*
B *Tarzan*
C *Pocket Dragon Monsters*

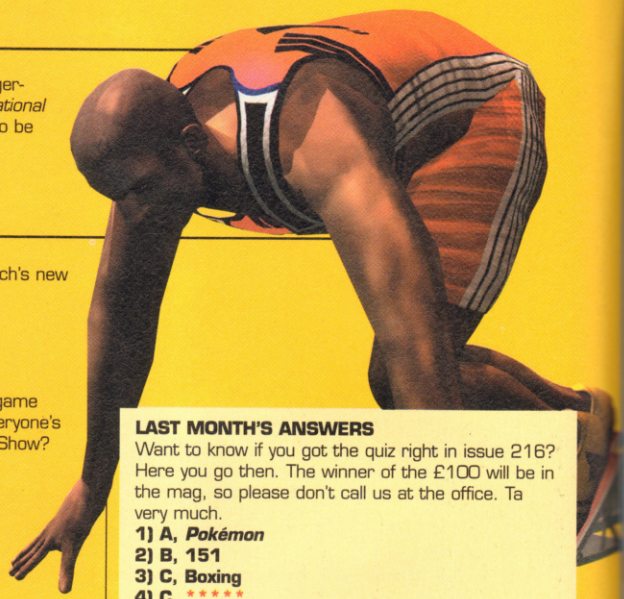
6 When is the finger-blistering *International Track & Field 2* due to be released?
A Now
B Spring 2000
C Never

7 How much will Joytech's new Airpad cost?
A £25
B £205
C £52

8 Which Dreamcast game brought tears to everyone's eyes at the Tokyo Game Show?
A *Shen Mue*
B *Space Channel 5*
C *Chu Chu Rocket*

9 When is the PlayStation version of *Psychic Force 2012* due for release?
A December
B January
C February

10 Which PlayStation 2 espionage game hopes to better *Goldeneye* and *Metal Gear Solid*?
A *X-Fire*
B *International Superstar Soccer*
C *Crazy Taxi*



LAST MONTH'S ANSWERS

Want to know if you got the quiz right in issue 216? Here you go then. The winner of the £100 will be in the mag, so please don't call us at the office. Ta very much.

1) A, *Pokémon*
2) B, 151
3) C, Boxing
4) C, *****
5) B, Skateboarder
6) A, League Managers Association
7) B, £29.99
8) B, Rabbit
9) B, 82
10) A, 16

LOOK WHO'S RICH

The winner of the quiz and £100 from issue 216 is... drum roll, please...
Ashley Hack, of Stanwell

IT'S EASY TO ENTER

All you've got to do is fill in your answers below, cut the coupon out, bung it in an envelope, and post it to us at:

Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: Wednesday 15th December 1999. So hurry up.

1. .....
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NAME: .....

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WHEEL HEELED

CLASSY VISUALS WILL SPIN YOU RIGHT ROUND

FACTS

GAME: **THE WHEEL OF TIME**
FORMAT: **PC**
OUT: **DECEMBER**
PLAYERS: **1-16**
TYPE: **FIRST-PERSON SHOOTER**
BY: **LEGEND ENTERTAINMENT**
STATUS: **90% COMPLETE**

WoT the hell..??

IF THE first shots of Legend's *The Wheel Of Time* were enough to make a grown man weep, the finished version is likely to burn through your optic nerves. Based on the *Unreal Tournament* engine and the bestselling novels of American author Robert Jordan, the first-person shooter-fantasy combination is looking slicker than an Elvis convention in a grease pit.

WOT, WOT, WOT?

These screenshots testify to the sheer splendour that you can expect – baroque cathedrals tower over your head, realistic rain falls splashing through holes in ceilings, stunning particle effects fuel immense fires and the character animation running on a high-end PC is well beyond the acceptable standard.

What of the play? *Wheel Of Time* sets you, Elayna, and a vast array of spells (over 40 are available in all) against the evil Forsaken. It's a fully story-driven 3D first-person affair, with you confronting nasties screaming such niceties as, "Kill you!" before they attempt to carve your cranium into little pieces with their flying axes. Nice.

The effects of the weapons are as grandiose as the environments that they exist within. You can expect mini-earthquakes, whirlwinds and fireballs in gloriously-lit 3D.

Now for the best news. Legend is in the final throes of development of the game and *Wheel Of Time* should be on shop shelves before Christmas. So, you'd better hope you've been a good little boy.

PATRICK GARRATT

WE RECKON

Definitely one to watch. *Hexen* meets *Unreal* would be cool.

This cathedral's a sight for sore eyes. Maybe there is a god

HARDER THAN YOU

FACTS

GAME: **PSYCHIC FORCE 2**
FORMAT: **PLAYSTATION**
OUT: **DECEMBER**
PLAYERS: **2**
TYPE: **3D FIGHTING**
BY: **TAITO**
STATUS: **98% COMPLETE**

COMBAT DOESN'T come more revolutionary than the *Psychic Force* series. And now, we can reveal that PlayStation is also getting in on the act – and it looks set to be the best version yet.

Psychic Force 2012 (Dreamcast review, page 114) is a spectacular new type of fighting game. PlayStation's *Psychic Force 2*, expected this festive season, is an extension of *Psychic Force 2012*. It has more characters, plus a Psy Expand option which allows you to customise your fighters, teach them moves, then trade them with other players.

WE RECKON

We can't wait to give you the verdict next month.

GET EVEN - GET AIRPAD

NEW AIRPAD IS TOPS FOR CHEATING OFF-SCREEN

FED UP with your mates cleaning the floor with you in *Wipeout* multiplayer? Joytech's £25 new Airpad could be just the answer. It includes tilt control – so shoving your mate off-screen while racing will make him crash on-screen. Perfect for some argy-bargy cheating.

Airpad is an analogue/digital controller in one, and is fully programmable. A PC version is due in January, with Dreamcast and others in the pipeline.

Snippets

Cutting news nibbles

■ **Nintendo's new Dolphin console is set to incorporate special texture compression technology, which means sharper, more detailed and less repetitive textures in games.**

■ Sega was left red-faced after up to 90 per cent of some Dreamcast launch games, including *Ready 2 Rumble*, had to be returned to stores all over the US, due to faults incurred at the disk replication plants.

■ ***Shen Mue*, a revolutionary new roleplayer from the man behind *Virtua Fighter*, has slipped back half a year, until spring 2000, because of extensive bug-testing. The testing is taking longer than expected due to the complexity of the game.**

■ Computer and video games playing could be officially recognised as a sport. London gaming venue The Playing Fields is asking the Sports Council to consider the move. However, Lara addicts beware – only multiplayer games such as *Quake* are competitive enough to be included.

■ **The Association of Independent Software Publishers in the UK is launching a new seal of quality to stop low-grade software making its way into shops. The Association is working with developers and software publishers to ensure new releases meet its standards. Watch out for the seal after Christmas.**

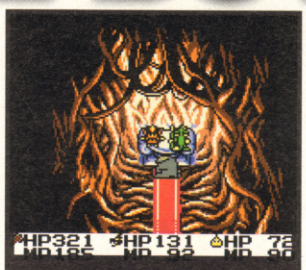
■ Expect a shortage of Dreamcast consoles this Christmas. Industry sources suggest supplies will be extremely tight and the only way to guarantee getting a console is to order one.

■ **The first weekend sales of *Pokémon* made it to around 25,000.**

ANOTHER MONSTER GAME BOY HIT

FACTS

GAME: **DRAGON WARRIOR MONSTERS**
FORMAT: **GAME BOY**
OUT: **DECEMBER**
MULTIPLAYER: **1-2**
TYPE: **ADVENTURE**
BY: **ENIX**
STATUS: **90% COMPLETE**



Breeding – you'll need a link-up cable

Life's one long adventure in *DWM*

***POKEMON* ISN'T the only cool 'battle and trade' gig on Game Boy. In *Dragon Warrior Monsters* your pets can breed, too.**

WICKED COMBAT

This is the latest instalment in the Japanese-only Dragon Quest roleplaying games. So it's your first chance to appreciate such stylish characters, amusing stories, and a thoroughly wicked combat system.

INVOLVING

It's this fighting element, combined with an extensive pet nurturing system, which makes *Dragon Warrior Monsters* so involving. Some defeated monsters will want to tag along with you after a battle. These are much more complex than anything you'll find in *Pokémon*. Less cute too – which is a bonus.

The real jackpot with *Dragon Warrior Monsters* is the breeding section. Players, ahem, 'introduce' their monsters to other monsters via link-up cable in order to create baby monsters. And best of all, these little guys turn out different with every coupling. Just like the real thing! That's a lot of fun for your hard-earned cash.

PAUL DAVIES

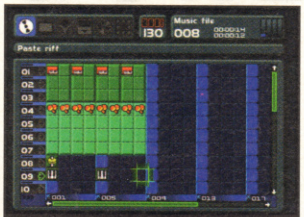
WE RECKON

Looks like monstrously good fun. A respectable alternative to *Pokémon*. Refreshingly hype-free – for now.

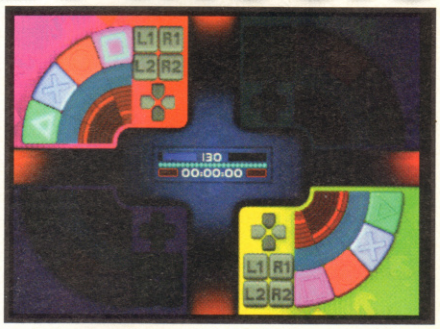
MAKING SWEET MUSIC

FACTS

GAME: **MUSIC 2000**
FORMAT: **PC PLAYSTATION**
OUT: **DECEMBER**
MULTIPLAYER: **1-4**
TYPE: **MUSIC CREATION**
BY: **CODEMASTERS**
STATUS: **80% COMPLETE**



Tune in but don't be a hippy and drop out



Loads of cool new features, including Musicbox and multiplayer

The sequel to *Music*, excitingly called *Music 2000*, is almost here, boasting more samples with which to make killer dance tunes. Plus some new features that could make it the best post-pub game ever.

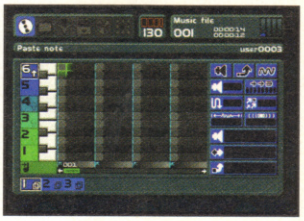
WHAT IS IT?

Referred to as a music creation tool rather than a game, *Music 2000* allows you to make music simply by cutting and pasting existing samples on to a screen. The sequel offers more samples than previously, and rock and indie tastes are now catered for too, although the main game is still predominantly dance music samples. If you don't like the samples that are on offer, why not make your own. Thanks to a new peripheral called the Musicbox, you can record your own samples using a microphone.

WE'RE JAMMING

Another new feature is Music Jam, where four players can join in the music-making experience by getting together and jamming on screen.

The way you do this is simple: each player has a corner of the screen to themselves with their own samples displayed there. Pick up a beat and tap away with it to create your own killer new tunes. Hey! this could be a future contender for best multiplayer game.



We can't wait to play it. All in all a promising title, it's just a damned shame that no one came up with a slightly more exciting name for it.

MC WU-TALA

WE RECKON

***Music 2000* is looking far more impressive than the original. The ability to add your own samples will mean you never run out of tunes again.**

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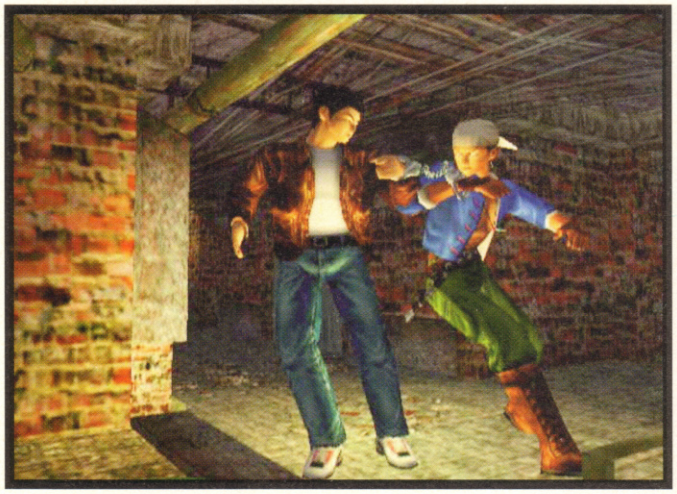
GO SOLO and you can tackle anything.

DREAMCAST

PLAYSTATION 2'S LAUNCH STOLE DREAMCAST'S THUNDER. BUT SEGA'S CONSOLE HAS AN ARSENAL OF SECRET WEAPO

SHEN MUE

Shen Mue brought tears to everyone's eyes at the Tokyo Game Show. There's a big deal being made about emotion in forthcoming PS2 games, and *Shen Mue* has plenty. The core concept is essentially a RPG, but there's everything from street racing on a motorbike, to *Virtua Fighter*-style battles. With its fantastic graphics, varied game styles, and life-changing plot, *Shen Mue* should not be missed.



One section of the game has you helping Ryo escape with a fellow prisoner cuffed to his arm

This is how good Ryo and Rei look in the game

Martial Arts master, Souliu, taunts a student

VIRTUAL ON: ORATORIO TANGRAM

Barely 18 months old in the arcades, this has made a perfect transition to Dreamcast. *VO*'s brand of frenetic battle action isn't everyone's ideal, but it's a tremendous show of power. The speed at which the Virtuaroids rocket around the arenas belies their complex polygon models. When the game ships on DC, players will be able to compete over the Net, or battle on the same screen. Gobsmacking!

Pyros like this would break anything but a Dreamcast in two. Hurts your head in any case

Spectacular effects done with supreme style

Target acquired. Missiles locked on. No escape

"Dreamcast is going f*ing nuts...The jury is s**

HITS BACK

T WEAPONS UP ITS SLEEVE – A DOUBLE BARREL-FULL OF SUPERB GAMES

SPACE CHANNEL 5

We swear this is the coolest rhythm-action game on planet Earth. Believe it or not, this project is from the producer of the *Sega Rally* games. A sexy sci-fi TV presenter dances with aliens, then blasts them with a laser. The better you get, the more people dance with Ulala (that's her name). You just need to press the right buttons. It's harder than you think. This one makes us horny, baby! Yeah!

This is one character you'll want to beam up on your DC as soon as she's available in the UK

Everybody dance to Ulala's laser-beam strut

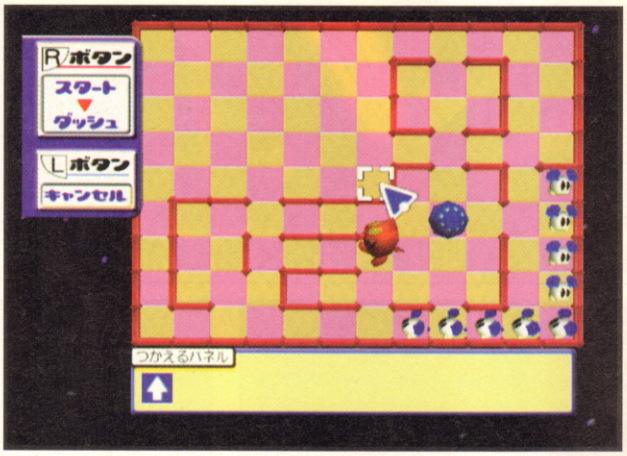
You can't help it, you just want to help her

's still out on PS2"

Doug Bone, HMV

CHU CHU ROCKET

From Sonic Team, so you know it's going to be hot. *Chu Chu Rocket* is a simple puzzle game – help the tiny Chu Chus escape their planet before it blows up. You guide the little guys into their rocket by placing arrows on the floor using the up, down, left, or right buttons on the DC controller. You also have to keep them from being eaten by a fat cat. Up to four people can play over the internet, or on one DC.



The fat orange cat eats any Chu Chus that crosses its path. In this puzzle stage, the player must get every last one of the Chu Chus into the rocket (the blue thing) without copping it

CRAZY TAXI

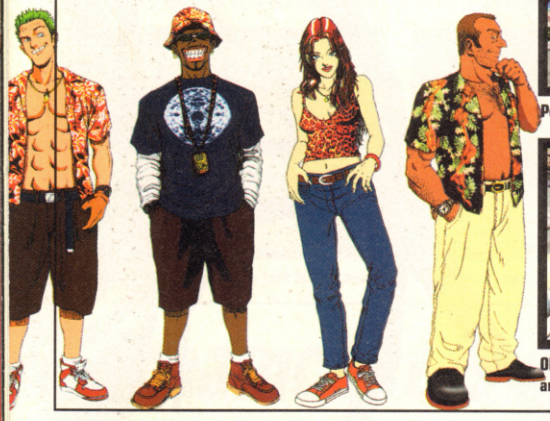
Funkiest driving game ever, with its colourful, ultra-high resolution graphics and wicked humour. This special brand of mayhem is coming to Dreamcast 100 per cent perfect, so if you haven't invested in a wheel yet, go for it now. For those of you who don't know, *Crazy Taxi* has you picking up passengers and powering them to their destination in the most imaginative way possible. Every DC owner will want to flag this one down, but we'll be first in the queue.

Hey baby, you wanna ride? It'll cost ya

Give the paying customer something to remember you by. Like soiled pants and a puke-stained shirt! Whey hey...

Doesn't matter how you get there

Perform outrageous stunts for points



Oh dear, this guy is definitely out of time and out of luck. Hit 'Start' to continue...

DREAMCAST VS PLAYSTATION 2

These shots show just how awesome games look on both consoles. As for the consoles, our Mailbag's already filled with your views (page 65).

PS2 gives stunning detail on Jin Kazama's torso; *Tekken Tag* will be a benchmark title

Soul Calibur on Dreamcast looks amazing. You could mistake this for a PS2 game

PS2's high concept design has been greeted with mixed reactions. Maybe it's too fussy

Dreamcast is cool in a dinky kind of way. But in the end it looks like 'just another console'

WE RECKON

Should you or shouldn't you buy a Dreamcast? We're clear on this one – the answer is definitely yes you should. No matter how many tricks PS2 has up its sleeve.

From the start there's a library of games to provide years of quality gaming. These aren't just desirable, but essential. *Soul Calibur*, for example, will not be forgotten. But it's not just a flash in the pan – the pictures on these pages show Dreamcast has quality games lined up for years to come.

You don't have to take our word for it, either. The word on the street says so too. "The demand for Dreamcast is three times greater than it was for PlayStation when it launched. PlayStation had people excited. Dreamcast is going f***ing nuts," explained Doug Bone, speaking from HMV head office.

"The jury is still out on PS2. With Dreamcast people know they're taking home a great machine that offers much more than any other console has done before."

Don't play at being a hero. Be one.

You're in command of the LEGO Rock Raiders. These are your orders.

1. Go underground.
2. Build a base.
3. Control formidable technology.
4. Explore hostile terrain.
5. Seek crystal deposits.
6. Take your team home safely.

A word of warning: beware of Rock Monsters - it's deep, dark and very dangerous down there. Good luck!

LEGO ROCK RAIDERS

LEGO Rock Raiders is available as a strategy game for your PC and action adventure for your PlayStation.
Also available as a range of LEGO SYSTEM™ construction toys.

PlayStation

www.LEGO.com

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READY TU-ROK 'N ROLL

NO IFS BUT PLENTY OF BOTS AS TUROK GOES MUTIPLAYER

FIRST LOOK

FACTS

GAME: **TUROK RAGE WARS**
FORMAT: **N64**
OUT: **NOVEMBER**
MULTIPLAYER: **1-4**
TYPE: **MULTIPLAYER ACTION**
BY: **ACCLAIM**
STATUS: **80% COMPLETE**

THE THIRD *Turok* game is set to break new ground on the N64 by being the first multiplayer-based title made for the machine.

Die you mother! *Turok* gets the full multiplayer-only makeover in *Rage Wars*

NO FRIENDS REQUIRED

Up to four players can compete in an out-and-out deathmatch in some pretty claustrophobic arenas, making for a few interesting nights in with the lads. The one-player mode simulates multiplayer by sending computer-controlled opponents in against you, just in case you've got nae mates or spare joypads.

LOOKS TO DIE FOR

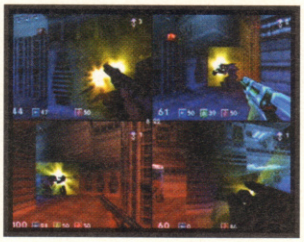
The graphics throughout are looking superb. The arenas are varied and intricately detailed, and the *Turok* tradition of frightening enemies is carried over. The sounds are menacing and generate just the right atmosphere for a battle to the death. The four-player mode splits the screen into quarters, as you would expect, and the visuals are distinct enough to make the game playable even in a small screen area.

CHARACTER ASSASSINATION

The impressive 17 playable characters all have different skills, and there is a truely fearsome array of weaponry on offer, ranging from the relatively weak Warhammer to the rapid-fire Minigun. A particularly tasty sniper mode appears to have been cheekily cribbed from *Goldeneye*, and a range of game modes rounds off the package, including co-operative modes and an all-out frag fest. What more do you want for your money? Ready to rock? We are.

DEAN SCOTT

Anyone four more? Visuals aren't bad even after *TRIV*s been hung, drawn and quartered



WE RECKON

Multiplayer-only games are proving increasingly popular on the PC, as the internet provides an almost unlimited pool of opponents. How a multiplayer-only game will fare on a console is uncertain. *Rage Wars* looks great and plays well but some players may want a bit more depth to their single-player game than an all-out bot-match can offer.

COLLECTORS VIDEO BOX SETS FROM SERIES 2...

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WARNER VISION INTERNATIONAL

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Computer and Video Games uses DOLBY SURROUND
When we play *Dino Crisis* it gives us the willies – the scared kind!

emap active

WHO'S THE

THE BATTLE to be crowned greatest game ever is reaching its climax. *Half-Life*, *Final Fantasy*, *Pokémon* – they're all there, hoping to walk away with the ultimate gaming accolade. But while there can only be one winner, our probe will reveal the full Top 100 Greatest Games Of All Time. And because it's entirely based on your votes, it will be THE definitive list that no player can afford to miss.

FAVOURITE

Computer and Video Games has hooked up with TV show Gamers, so both readers and viewers have been able to vote by post, phone and online. Even celebs like indie girl popsters Alisha's Attic got in on the act, telling Gamers their favourites. Hundreds of you nominated every kind of game but no single game has emerged as the clear favourite. The vote closes on 15th November – so there's just time to register your views online or by phone.

CRUNCH TIME

Now it's crunch time, and the final count is underway here at the Computer and Video Games offices. We're set to blow the lid on our top secret findings in the next issue. Don't buy anything else until you've read it.

WILL YOUR GAME BE NUMBER ONE?

Make sure you pick up next month's copy of Computer and Video Games, or miss out on the biggest and best games feature ever: The Greatest Games of All Time!

PAUL DAVIES & PETER WALKER

THE CONTENDERS

There's a couple of wild card contenders in here. The following games currently have a very big chance of making the Top 20:

TOMB RAIDER 3
No great shocker here. Some of you nominated it because of 'the graphics!' but we know the truth. One voter summed it up by saying, 'It's Lara!'

THE PAD WRECKER

FIRST LOOK

IT HAS been giving gamers blisters since the early Eighties. Now the trend looks set to continue into the new millennium with Konami putting the finishing touches to *International Track & Field 2*, a sequel to the hit PlayStation game.

FACTS

GAME: **INTERNATIONAL TRACK & FIELD 2**
FORMAT: **PLAYSTATION**
OUT: **SPRING 2000**
MULTIPLAYER: **1-4**
TYPE: **ATHLETICS**
BY: **KONAMI**
STATUS: **75% COMPLETE**

FINGER OLYMPICS

The appeal of the game is simple: take a crop of different sporting events and force the player to bash their joypad to make the on-screen athlete perform. This isn't done in a leisurely way, but at a frantic pace, with you pressing alternate buttons as fast as you can. Making events like the 100-metre dash torture for your fingers, but still a lot of fun. On certain events you'll have to adjust the throwing angle of an object, this adds an extra element of timing.

NEW EVENTS

The sequel promises all the sporting events that made the original game great, plus a few that are new, but equally as demanding. Among these are canoeing, weightlifting, cycling, springboard diving and the gymnastics vault. We're not sure how these will translate to the *Track and Field* style – we'll just have to wait and see. However, we have played an early version of the cycling event and it's important that we warn you now – try and increase your button-bashing stamina levels in preparation for the release.

FOURSOME

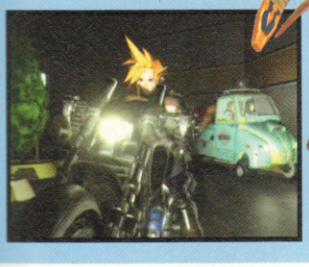
The game is played against three other computer athletes of different nationalities, or if you want more fun, get three friends who are willing to endure the pain of finger blisters for

DADDY NOW

YOUR VOTES WILL DECIDE WHICH GAME RULES THE WORLD

FINAL FANTASY VII
You love this game for its 'compelling story and great playability'. In fact, one reader says it has 'the best story ever told in a game'.

METAL GEAR SOLID
This really is like an 'interactive film'. Everyone respects the innovative gameplay, though.



LEGEND OF ZELDA: OCARINA OF TIME
'Where do you want to start?' pretty much sums it up for this game. But we'll have to wait and see if *Zelda* is 'totally unbeatable'...

GOLDENEYE 007
The four-player mode does it for this game, it 'never gets boring'. Also, a lot of you are blown away because it's 'just so realistic'.

CELEBRITY SAY

Here are four celebrities who gamers nailed for their opinion.

TV star Shane Ritchie said, "My favourite game is *WWF Attitude*. Why? Because my kids showed me how to play it and it's the only one I can play."
Shellie, from funky popsters Alisha's Attic, said, "*Time Crisis*. Why? Literally, I jump out of my skin, I get beat all the time."
Fellow Alisha's Attic dweller Karen joked, "What's a computer?" But Shellie revealed, "She's still on *Pac-Man*!"
Rialto keyboard player Toby said, "My favourite game is *Colin McRae Rally* because I like sliding around in the mud. It's great fun."

rapture

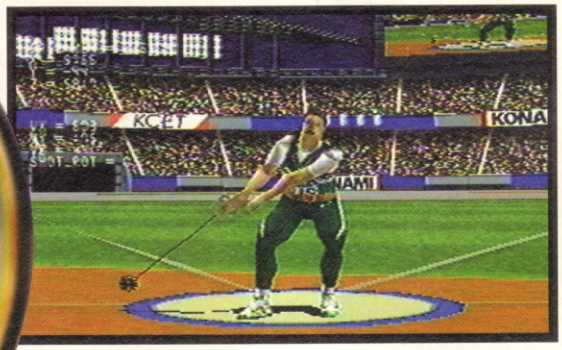
IF YOU'RE QUICK
Vote at (www.computerandvideo games.com), or call 0800 10 60 61. Closes 15 November.

rapture

RETURNS

Sadly, the game doesn't come with steroids, you'll have to buy your own

The 100-metre sprint: Your fingers will be a blistered mess for weeks



a few days. If you don't already own the original game, you're missing out on one of the best multiplayer games in existence, although the sequel looks like it should be even better.

ALEX HUHTALA

WE RECKON

You'll need to be fitter than a real athlete before you stand a chance playing this. Don't be suprised if you're asked for a urine test, too

HAPPY HUN-TING ON PLAYSTATION

FACTS
GAME: **MEDAL OF HONOUR**
FORMAT: **PLAYSTATION**
OUT: **LATE NOVEMBER**
PLAYERS: **1-2**
TYPE: **ACTION SHOOTER**
BY: **DREAMWORKS INTERACTIVE**
STATUS: **95% COMPLETE**

CONTRARY TO popular belief, not all citizens of the UK are still obsessed with bashing the dastardly Hun. But that doesn't mean the PlayStation's first World War II-based first-person shooter isn't welcome.

HUN-BELIEVABLE

With 24 levels set across 11 missions taking place after the D-Day landings, *Medal Of Honour* features a hugely commendable attention to authentic details such as weaponry and uniforms. Even the heavy hedgerows are true to the battlescape of the real Normandy conflict.

But while the realism even extends to dead Nazi soldiers falling from balconies, guards rolling to avoid your gun shots and sounds of approaching footsteps, *Medal Of Honour* doesn't want to be a super-realistic game like *Rogue Spear*. One shot and you're dead? Don't make me laugh, you're way too hard for that in *Medal Of Honour*.

•See Next Four Weeks to win yourself a copy

Boche-bashing *Medal Of Honour*-style

Multiplayer has hot potato with a grenade

WE RECKON

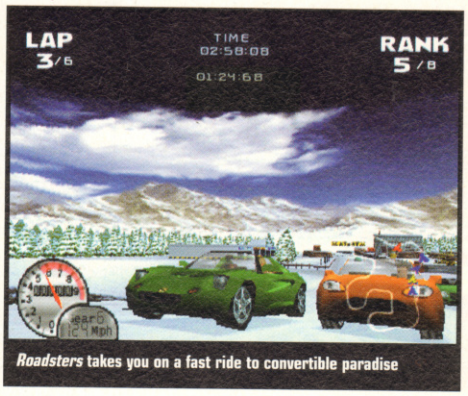
Looks to be a fairly solid shooter but *Medal Of Honour* is unlikely to win many medals of its own.

ROADSTERS REVS UP

NEW RACER HITS CONSOLES AT XMAS

PREVIEW

FACTS
GAME: **TVR ROADSTERS**
FORMAT: **PLAYSTATION, N64 (ALSO DREAMCAST, AND GAME BOY COLOR)**
OUT: **NOVEMBER**
PLAYERS: **1-2 PS/1-4 N64**
TYPE: **ARCADE RACER**
BY: **TITUS**
STATUS: **95% COMPLETE**



Roadsters takes you on a fast ride to convertible paradise

DRIVE A selection of the tastiest convertibles on the planet in Titus' new racer. The TVR branding means you can expect their ballistic Chimera to be in there, although there are other manufacturers who also feature – the Alfa Romeo Spider, Lotus Elise and Ford Indigo are all there, begging to be thrashed.

Cars are grouped according to engine size and all handle similiarly to their real-life counterparts. The tracks are original, and include racing around an old castle. The N64 version moves at a fantastic speed, and is shaping up to be one of the finest racers on the format. The PlayStation version faces somewhat stiffer competition – so PlayStation owners might take some convincing that this is the best racer of the bunch. Both Sega Dreamcast and Game Boy Color versions are also in the pipeline.

DEAN SCOTT

WE RECKON

Nintendo owners starved of racing action may soon be sated.

VIOLENCE IS THE FIRST ARTICLE OF MY FAITH

"...THIS IS LOOKING SWEET. THE VISUALS ARE LUSH, THE ACTION'S IN YOUR FACE AND IT'S MIGHTY TASTY TO PLAY..."
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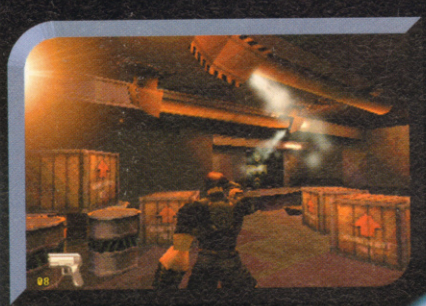

PlayStation screenshots shown here.

GO UNDERCOVER AS HAWK MANSON. THE GOAL IS SIMPLE: INVESTIGATE AND ELIMINATE. AS WEAPONS SPECIALIST AND CLOSE COMBAT EXPERT, YOU HAVE THE ULTIMATE IN KILLING TECHNOLOGY AT YOUR DISPOSAL. EVALUATE AND RESPOND WITH STEALTH, FIREPOWER OR SHEER BRUTE FORCE - WHATEVER IT TAKES. NO COMPROMISE. NO COME-BACK. LIVE WITH THE PRESSURE.

CORE

PlayStation

Dreamcast

EIDOS INTERACTIVE

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HOT THIS CHRISTMAS

Having trouble deciding what presents to buy for your friends and family this Christmas? So were we until we saw these...

WORDS: ALEX HUHTALA PICS: KENNY P/MATT HOWELL MODELS: TONY CORMACK, NICOLA CHUBB

DREAMCAST AND GAMES

BY SEGA **£199.99**

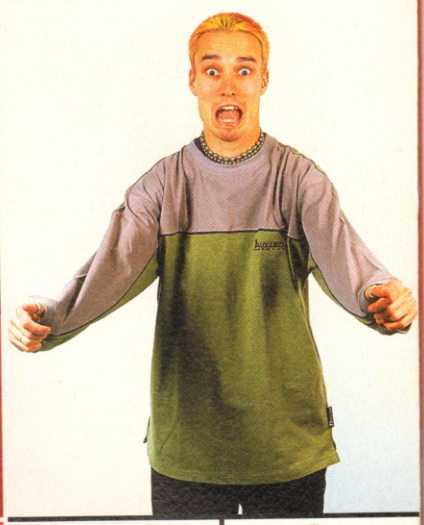
■ WHAT AND WHERE?

It's new, desirable and in very short supply. The hottest console in the shops with graphics and games to die for. If you want one, make sure you get it sooner, rather than later.

CASIO WATCHES

Left to right: Baby-G BG390-9 £119.99, G Shock DWX101-3 £89.99, DWX101-2 £89.99, Remote Control CMD40 £59.99.

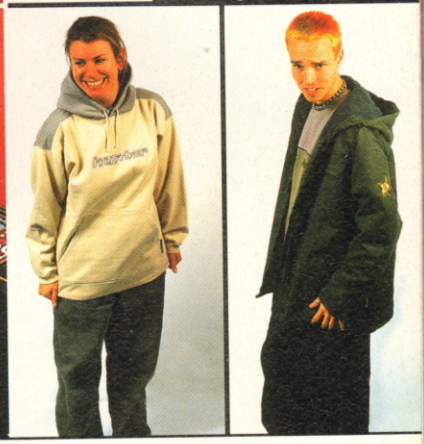
■ **WHAT AND WHERE?**
Beats wearing a sundial. Available wherever watches are sold.



VARIOUS BOARD GAMES

Left to right: Trivial Pursuit Millennium Edition £29.99, Pictionary £29.99, Rapidough £24.95, Cluedo 50th Anniversary Edition £29.99

■ **WHAT AND WHERE?**
Questions, drawing, sculpting and murder. Available at all good toy stores.



HUNTER STREETWARE

Top to bottom: Rib Sweat £44.99, Hood Panel £54.99, Ripstop Jacket £86.99, V8 Pocket Hood £54.99.

■ **WHAT AND WHERE?**
Tony and Nic wear the latest designs from Hunter. Contact Leisureware Stores Ltd on 01271 870872 for stockists. Tony and Nic not included.

STAR WARS

Left to right: Anakin's Pod Racer £24.50, Naboo Hanger Playset £24.99, Action figures from an assortment £7.99 each, COMMTalk Reader £19.99, Qui Gon Jinn's Lightsaber £24.99.

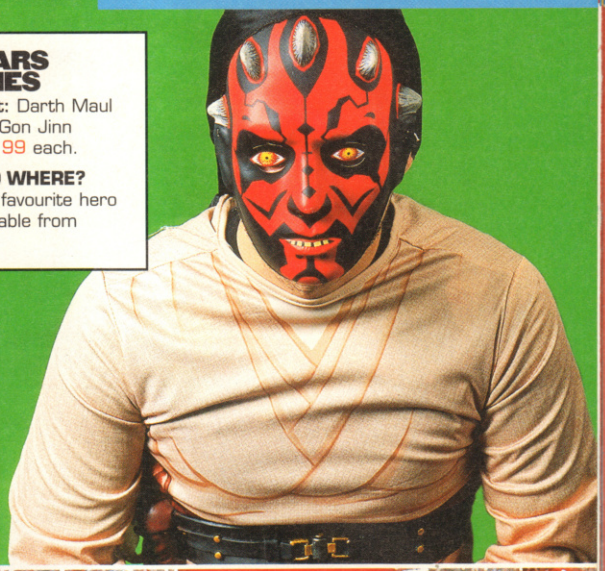
■ WHAT AND WHERE?
Watch the movie, play the movie. Plus, thanks to the COMMTalk, the figures now speak. Available from all major toy stores.

XMAS STUFF

STAR WARS COSTUMES

Head to chest: Darth Maul costume, Qui Gon Jinn costume £24.99 each.

■ **WHAT AND WHERE?**
Look like your favourite hero or villain, available from Woolworths.



ACTION MAN

Left to right: Photo Mission Action Man, Mission 2000 Action Man £19.99 each.

■ **WHAT AND WHERE?**
One doubles-up as a secret camera, the other comes with a digital watch with a countdown to the new millennium, available in the toy aisles opposite Barbie.

LEGO MINDSTORMS

Droid Developer Kit £90, Robotics Discovery Set £125.

■ **WHAT AND WHERE?**
Build robots that really work. Available at all major toy stores.

NERF GUNS

Left to right: Hailstorm £14.99, Big Bad Bow £24.99.

■ **WHAT AND WHERE?**
Bring modern warfare indoors, thanks to sponge missiles and rubber suckers. Available at all good toy stores.

NEOGEO POCKET COLOUR

Left to right: Games £24.99 each. Console £59.99

■ **WHAT AND WHERE?**
The hand-held that doesn't have *Pokémon*, but it has got gambling and the best golf game ever. Available at major electrical and independent games stores.

BOOKS AND GAMES

Left to right: Star Wars Episode 1 The Visual Dictionary, Incredible Cross-Sections £12.99 each.

Top to Bottom: Really Nasty Horse Racing Game £29.99, Who Wants to be a Millionaire £24.99, Scrambled Heads £15.99, Boku £35 and Spreadbet £24.95.

■ **WHAT AND WHERE?**
Two cool books and some of the best board games around, available at all major toy stores.

POKEMON

Top to bottom: Battle Figures £4.99 each, *Pokémon* Red and Blue for Game Boy £24.99 each, Electronic Pokédex £21.99, Pikachu plush £5.49, Talking Meowth £7.99, Power Bouncers £1.99 each.

■ **WHAT AND WHERE?**
The biggest craze in years, with mountains of merchandise. Available everywhere, especially game stores.

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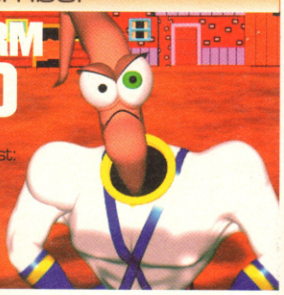
WHAT TO DO... THE NEXT

Everything you need for the coming month

WEEK 1
17th-23rd Nov

17th November
BLADE RUNNER DIRECTOR'S CUT
One of the most awesome sci-fi movies ever, the Director's Cut starring Harrison Ford, is now available on DVD. Cost £15.99. A must buy.

19th November
EARTHWORM JIM 3D
Earthworm Jim 3D out on Game Boy Color. Cost: £24.99. PlayStation and N64 versions to follow in December.

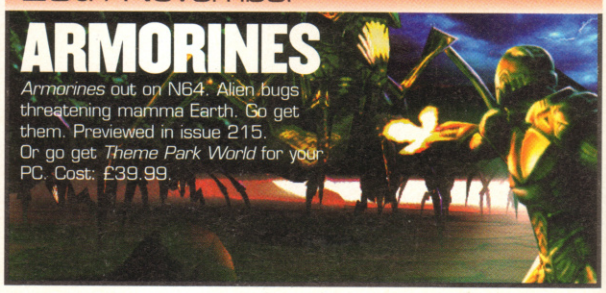


WEEK 2
24th-30th Nov

26th November
007
Bond movie number 19, The World Is Not Enough, is due out. Pierce Brosnan stars plus music from Garbage. *007 Tomorrow Never Dies* is out on PlayStation, although fairly short in play time.

26th November
WIN WIN WIN MEDAL OF HONOUR
Splash out £39.99 on *Medal Of Honour* on PS. We have five copies to give away. Just answer this question: **Which enemy will you fight in *MoH*? a) Nazis; b) Vikings; c) Martians**
Answers to: "I Want To Swat The Squareheads Comp" at our usual address. Closing date: 15th December.

26th November
ARMORINES
Armorines out on N64. Alien bugs threatening mamma Earth. Go get them. Previewed in issue 215.
Or go get *Theme Park World* for your PC. Cost: £39.99.



WEEK 3
1st-7th Dec

3rd December
FINAL FANTASY VIII
Final Fantasy VIII out on PC. Reviewed on PlayStation in Issue 216. We revewied the PlayStation version in issue 216 and loved it. Look out for the PC review in our next issue – it's sure to be a cracker.

3rd December
DAIKATANA
Daikatana out on PC. At last. We've been waiting an age for this one from some of the brains behind *Quake*.

WEEK 4
6th-15th Dec

10th December
GRAN TURISMO 2
Gran Turismo 2 out on PlayStation. See page 16 for our preview. What are you waiting for? This game's got it all. We'll review it next issue.

WORDS: PETER WALKER PICS: VARIOUS

...WHERE TO FIND IT 4 WEEKS

19th November

WIN WIN WIN

We're giving away copies of *Tiberian Sun*, sunglasses and bags. Just answer this question: ***Tiberian Sun* is the third installment of which series? a) *Command & Conquer*; b) *Command & Plonker*; c) *Command & Stonker***

Answers to: "Can't wait for Christmas Competition" at our usual address. Closing date: 15th December.

20th-21st Nov

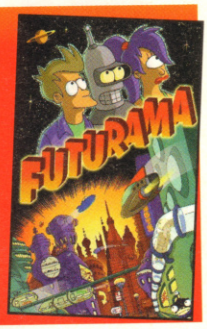
ON THE BOX

Catch Gamers on Rapture TV, satellite and cable (10-11am Sat, 1-2pm Sun)

23rd Nov

FUTURAMA

The funniest 'toon on the telly has to be Futurama on Sky One, Tuesdays at 8.00-8.30pm. Repeated Saturdays at 7.00-7.30pm. Continues every Tuesday and Saturday.



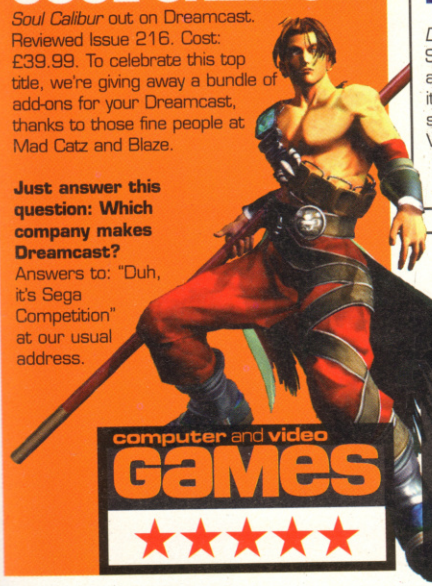
26th November

SOUL CALIBUR

Soul Calibur out on Dreamcast. Reviewed Issue 216. Cost: £39.99. To celebrate this top title, we're giving away a bundle of add-ons for your Dreamcast, thanks to those fine people at Mad Catz and Blaze.

Just answer this question: Which company makes Dreamcast?

Answers to: "Duh, it's Sega Competition" at our usual address.



computer and video GAMES ★★★★★

26th Nov

DIABLO 2

Diablo 2 finally hits the shelves. Sequel to Blizzard's devilishly addictive roleplaying game. Buy it and chances are you'll cross swords with the Computer and Video Games team online.

27th-28th Nov

ON THE BOX

Catch Gamers on Rapture TV, satellite and cable (10-11am Sat, 1-2pm Sun)

4th-5th Dec

ON THE BOX

Catch Gamers on Rapture TV, satellite and cable (10-11am Sat, 1-2pm Sun)

6th December

THE MATRIX

Blockbuster The Matrix, released by Warner Home Video on DVD, costs £19.99. It's fully interactive, which means you can stop the action at any point to find out more on the characters and the making of the film.

10th December

SOUL PARK RALLY

You've seen the series, watched the movie and played the shooter. Now it's time for *South Park Rally*. Road mayhem Mario/Cartman-style. Or maybe you'd rather suck on some of Chef's chocolate salty balls? *South Park Chef's Luv Shack*, out 19th November, could be just your cup of tea.

12th-13th Dec

ON THE BOX

Catch Gamers on Rapture TV, satellite and cable (10-11am Sat, 1-2pm Sun)

15th December

ISSUE 218 ON SALE

Turn to page 117 now for the rundown on what's hot in the next issue of Computer and Video Games.

It's official – the spanking gorgeous new NeoGeo Pocket Colour is now the world's most advanced hand-held console. And, best of all, it's arriving just in time for the holiday season boasting a stunning range of launch games. The 16-bit machine can display 126 colours on screen at once and is powered by two AA batteries – giving you a well-endowed 40 hours of non-stop gaming. Just as well, because NeoGeo's about to wreck your social life – big-time.

MY OTHER HAND-HELD'S A NEOGEO

NeoGeo – why God invented hands?

WORDS: ALEX HUHTALA **PICTURES:** KENNY P

NEOGEO POCKET COLOUR VS. GAME BOY COLOR

Undecided about which handheld to buy, or want to know the most powerful? Here's the tale of the tape for the hand-held heavyweights

	NEOGEO	GAMEBOY
PRICE	£59.99	£69.99
PROCESSOR	16-BIT	8-BIT
ON-SCREEN COLOURS	146	52
	(from a palette of 4096)	(from a palette of 32,000+)
SCREEN SIZE	6.5cm	6cm
DIMENSIONS	7.9x12.9cm	13.3x7.6cm
CONTROL	JOYSTICK	D-PAD
POWER	2xAA	2xAA
BATTERY LIFE	40 hours	40 hours
NUMBER OF GAMES	14 (at launch)	500+

WIN A NEOGEO

Thanks to Enlightning Entertainment you could win one of these snazzy little machines out and get hooked for a long time. The prizes are a console and t-shirt! All you have to do is answer this question: What colour is Pac-Man? To register your answer, visit www.enlightning-ent.com. As a special bonus to CVG readers, there's also a 10 per cent discount on all products offered on the site while this competition runs. Cheers guys!

NEOGEO POCKET

WHAT GAMES?
TURN THE PAGE TO FIND OUT

NEOGEO POCKET

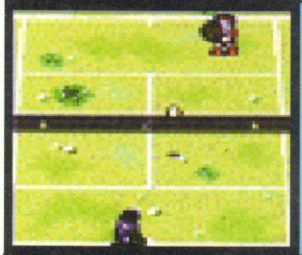
WHAT ABOUT THE GAMES?

MAKE SURE YOU GET THESE...

TURF MASTERS

A fantastic golf game that is very playable. Choose from six different characters and compete in three different tournaments, with an incredible 54 different holes. It's easy to understand and simple to play, but you'll need expert timing to complete a course under par. If you thought golf games were boring and too technical, check this out.

★★★★★



POCKET TENNIS

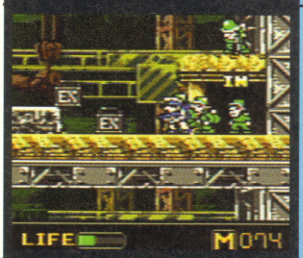
A simple tennis game that provides plenty of enjoyment. Choose a player and enter a tournament, aiming to win as many trophies as possible. There are male and female characters, all with different strengths and weaknesses. The moves are limited, but it does everything you'd expect of a tennis game. Pity the computer characters are easy to beat.

★★★★

PAC-MAN

The arcade legend of yesteryear turns up in his greatest portable incarnation ever. A very faithful conversion of the original arcade game that comes with an adapter to attach to the joystick – so you don't keep making needless diagonals. Best of all, not only can you view the maze close-up, but in full-screen as well. Still an essential game.

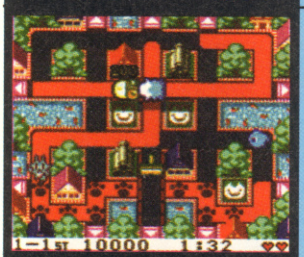
★★★★★



METAL SLUG: 1ST MISSION

A modern arcade hit for SNK, it's a fast and furious wartime shoot 'em-up, where you control a lone soldier sent behind enemy lines to kick ass and free prisoners. Variety is added in the form of power-ups, including the Metal Slug tank of the title. Jump in this whenever you see it for extra firepower and protection. For a true challenge, play in hard mode.

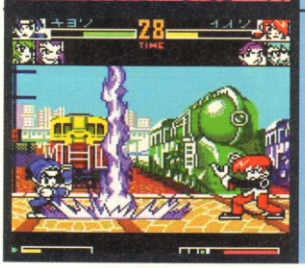
★★★★



CRUSH ROLLER

An old arcade hit that plays like *Pac Man* in reverse. Instead of clearing a maze full of dots, you have to paint the maze, because you're a brush and that's what you do. This update includes 25 different levels, a character collection side-game and Time Trial mode on completed mazes. A great game that has aged extremely well.

★★★★



KING OF FIGHTERS ROUND TWO

The best hand-held fighter ever; so good it puts most home console fighters to shame. Choose from over 14 characters and slug it out to prove who's best. Modes include a Making Mode, where you create your own fighter and select their attributes. Secret moves and hidden characters add to the longevity. Plus it hooks up with Dreamcast's *King Of Fighters*.

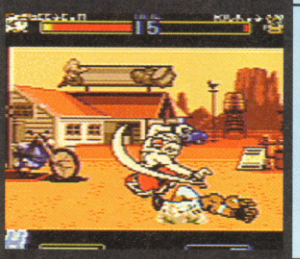
★★★★★

...BUT THESE AREN'T BAD EITHER

SAMURAI SHOWDOWN 2

A close second to *King Of Fighters R2* in the fighting stakes, this is a weapon-based beat 'em-up, again featuring 14+ characters and a variety of play modes. You can choose whether your character is good or evil, and this affects their special moves. Play well, and you earn graphic collector cards that you can swap with other players.

★★★★



FATAL FURY FIRST CONTACT

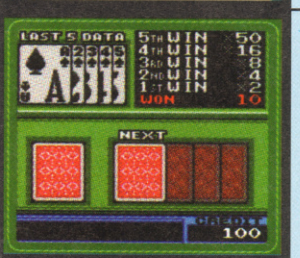
Inferior relation to the other two fighters on the console. You only get 11 characters at first, the play is much weaker, and the characters not as diverse. Three different special attacks add some variety, but there aren't as many modes of play as the other SNK fighters. Do yourself a favour and get *King Of Fighters* or *Samurai Showdown* instead.

★★★

NEOGEO CUP PLUS

Football on a hand-held is always an overhead affair and *Cup Plus* is no different. What makes it unique is the rivetting story mode, where your chosen team compete in tournaments and try to get to the final. The football itself is clear to see – although you can't see much of the pitch, which makes finding your team mates difficult.

★★★



NEO DRAGON'S WILD

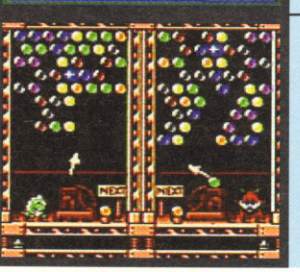
Gambling and poker, this is more like it! Build the winning hands and make big money. Do this using the special dragon card, and you're whisked away to a special slot machine where you can earn even more cash. It's all virtual of course, but if you find racking up huge amounts of wedge by gambling fun, then you'll enjoy this game.

★★★★

NEO CHERRY MASTER COLOR

Bizarre name, but great game. Another slot machine, that's more complicated than *Mystery Bonus*. Still no nudges, but it's a simple game that provides simple pleasure. Providing you enjoy watching cherries, melons and bells falling into place. All the gambling games include a bonus high-low card game to gamble more money – almost as addictive as the real thing.

★★★★

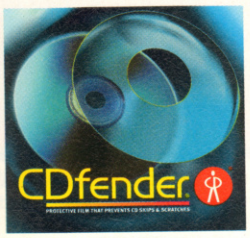


PUZZLE BOBBLE MINI

Probably the second greatest puzzle game of all time after *Tetris*. *Puzzle Bobble* has appeared on too many consoles to list and has spawned endless sequels. This mini version works well on a hand-held, where the bubble-bursting action is as intense and colourful as ever. It even has the famous theme tune, except there aren't any words.

★★★★

GAME OVER



Jammy toast can wipe out a Panzer division. The Brazilian World Cup Squad can be defeated by a mug of cold coffee.

It happens. It's expensive. And it really ruins your Wednesday.

So how do you protect thumb-blistering favourites from doom and destruction?

With CDfender.

True, CDfender may not offer much by way of nuclear-tipped arsenals or grenade options. But this neat little disc of polycarbonate film is the closest you'll get to an impregnable shield for CDs.

You just peel off the backing, slip it on your CD and CDfender wards off the demons of damage and data loss.

The laser reads through it play after play as if it wasn't there.

And should you ever tear your ravaged eyes away from the screen, CDfender works as well on music CDs and even CD-ROMs.

With CDfender, it's your opponent who's toast, not the CD.

CDfender.

SELF DEFENCE FOR CDs

AVAILABLE AT HMV, WOOLWORTHS AND OTHER LEADING RETAILERS. www.cdfender.com

THE BEST EVER...

STRATEGY GAMES

COMMANDOS – BEHIND ENEMY LINES
PC £30

THE BIG IDEA
You control six commandos taking the fight to the evil Hun in occupied territory. You're heavily out-numbered but these chaps are pretty versatile and will snipe, spy and blow things up.
SOUNDS FUN
Commandos is every war movie you've seen, except it's you pulling off the against-all-odds hero stuff.

HERMIT FACTOR
Stealth shouldn't be rushed, and when you're crawling around in the snow with only a knife for protection you'll know what I mean. Each mission will take a good hour to finish, but it's so compelling you'll burn the midnight oil to crack it.
BRAIN POWER
Clever though your six troops are, you'll have to be crafty to keep them alive. Steal a uniform or a tank – do whatever you can to stay alive.

COMMAND AND CONQUER: TIBERIAN SUN
PC £34.99 (N64 and PS version available)

THE BIG IDEA
This version still pits the evil NOD against the GDI good guys in that wholesome 'waging war' way.
SOUNDS FUN
Produce military units, send them in to ruck with the bad guys. A simple formula that has hooked millions. Depth is added when you realise you have to develop new weapons over time to stay ahead.
HERMIT FACTOR
Tiberian Sun has all the appeal of the previous *Command and Conquer* games, with some of the sexiest visuals in the genre. Fall under its spell and you'll be getting 40 kills rather than 40 winks.
BRAIN POWER
The interface is simple, but any fool can win battles – you'll need to use your head to win the war.

CHAMPIONSHIP MANAGER 3
PC £34.99

THE BIG IDEA
Take charge of a footie team of your choosing and help them win things. Train the players to get the most from them, or just buy new ones. You can sign Ronaldo for your local team if the board will splash the cash.
SOUNDS FUN
Championship Manager 3 is the apex of the management genre. The detail is amazing, and might prove daunting to the less committed, although football buffs will lap it up. Strategy is key here, so don't go expecting *ISS*-style action.
HERMIT FACTOR
Dragging a club up from lower league obscurity to the lofty heights of the Premiership will take time, patience and a lot of managerial skill. There's a multiplayer option, though, so you needn't be lonely, and there's nothing quite as satisfying as seeing your mates battling the drop whilst you beat everyone in sight.
BRAIN POWER
If you're looking for no-brain-required football fun, you've come to the wrong place. You'll need to be very dedicated to stop your team sliding towards the relegation zone. It's quite a time commitment too, as playing through an entire season can take hours. Thing is, it's so completely addictive you'll keep hammering at that mouse until your boys lift the European Cup.

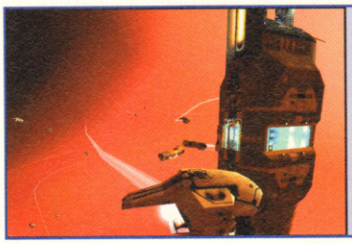
CIVILIZATION 2
PC £12.99 (PlayStation version also available)

THE BIG IDEA
World domination, chiefly. Start with a small band of dedicated followers and build yourself a mighty empire. You can then try and achieve World peace and get a colony into space, or you can just kill all the other civilisations.
SOUNDS FUN
Though utterly uninspiring to look at, *Civilization 2* is one of the finest games made. The thrill of reliving mankind's technological achievements is amazing, and the satisfaction of winning a long war against the Romans is huge.
HERMIT FACTOR
Rome wasn't built in a day, but you can certainly demolish it in that time. *Civilization 2* is just begging to take over your life, and if your friends can be persuaded into a multiplayer game, it'll have them too. Science and war have never been so much fun. Brilliant.
BRAIN POWER
The controls are easy to learn. Remember, you'll need to invent the wheel before you can build a chariot, so careful planning of technological advancement is crucial. Wars also need to be waged with Napoleonic skill.

POPULOUS: THE BEGINNING
PC £35

THE BIG IDEA
At times your game-playing skills are god-like, but have you ever considered playing as God in a game? *Populous* gives you the chance to guide your tribe of followers to greatness by building them villages and sending earthquakes to rumble the opposition.
SOUNDS FUN
You can train-up priests to convert the enemy infidels, and if that doesn't work, your warriors are good at wanton destruction, and your wizards can cast face-melting spells without remorse.
HERMIT FACTOR
Being God is a lonely pursuit. You can drown people for fun with freak tidal waves, but thankfully *Populous* has an Net multiplayer option, so you needn't be a loner.
BRAIN POWER
The interface is easy to learn, but being God isn't the job for a thicko. You'll need to be on the ball for hours at a time to win the bigger battles.

Times have moved on. Real-time action, gorgeous graphics and innovative interfaces have transformed strategy games from dull-as-muck, painfully unexciting, cerebral experiences to full-on, sexy-player must-haves. And the current crop of brain-teasers has something in there for everyone, though most started out on the PC before spreading like an infectious rash to consoles.



BRAIN RATING

From time to time, a gamer needs to stretch the grey matter as well as the reflexes, and if a game gets a five-brain rating, its pretty intense.

- **What are you doing still reading this. Go forth and buy**
- **Well worth blowing a chunk of your time and mind on**
- **Not the most demanding but good for a mental work-out**
- **Taxing strategy game? Don't make me laugh. Steer clear**
- **At least the box might be useful if you're out of bog paper**

SIMCITY 3000
PC £12.99
(PlayStation version available)

THE BIG IDEA
Starting with a large area, build yourself a sprawling metropolis with facilities and services to keep your people happy. Or alternatively take charge of a current city and solve its problems, like bad traffic or flooding.

SOUNDS FUN
Dull as that sounded, the *SimCity* series has appeared on practically every machine known to man. The reason? Once you get into the game and start laying roads and powerlines you'll be hooked.

HERMIT FACTOR
Getting a city up and running is a lot quicker than building an empire in *Civilization*, but requires careful nurturing for it to continue growing. Expect to spend a lot of time pondering transport policy.

BRAIN POWER
While it requires little intelligence to get a basic city running, it will soon run into problems. Increasing crime rates, flooding, traffic jams all cause headaches – and a surprise earthquake will really have you panicking.

HIDDEN & DANGEROUS
PC £35

THE BIG IDEA
The trouble with strategy games is they play well but look pants. *Hidden and Dangerous* is the exception to this rule. It's basically a 3D version of *Commandos*, which is a very good thing indeed. And it's fun enough to attract even non-strategic bods into its world of guns and mortar.

SOUNDS FUN
Being 3D, this game gives you a real feeling of being in the action. Sending your four-man unit blazing around a level will get you killed pretty quickly. Planning and stealth are the order of the day here. And killing lots of Germans, clearly.

HERMIT FACTOR
With 20-plus levels there's a lot to get through, but the sheer diversity of the missions will have you plugging away until the war is over. Shoot Germans, free prisoners, set explosives, steal maps and best of all, have fun.

BRAIN POWER
Expect to die many times on each level before you work out the best plan of action. The levels get more devious as you become a more cunning player, so the challenge level is always spot on. Experience teaches you a few tricks, and you'll need them to get through the tough later levels. It's tricky, but you'll find it very rewarding in the end.

ROLLERCOASTER TYCOON
PC £35

THE BIG IDEA
People love theme parks, provided the rollercoasters aren't so extreme that they shake your eyes out. As the tycoon in the title, you're responsible for making sure the theme park is a raging success, complete with your own trademark rollercoasters.

SOUNDS FUN
Designing the coaster from hell is great fun, but there's a bit more to this game. You have to keep the punters happy and make sure you've got enough staff around to maintain the rides and sell food.

HERMIT FACTOR
While not as absorbing as some of the other games featured here, *RollerCoaster Tycoon* succeeds by offering something just a little bit quirky in the genre. Getting your park running smoothly and profitably is quite a challenge. And yes, it does look more than just a little like *Theme Park*, so if you enjoyed that game you'll love this.

BRAIN POWER
As well as researching new rides, you also need the business acumen to make your park a financial success. The game is light-hearted and is the ideal chill-out zone after a mad blasting session.

DUNGEON KEEPER 2
PC £30

THE BIG IDEA
Heroes. Don't you just hate them? Always breaking into dungeons and nicking treasure. This is your chance to put a stop to that. Build yourself a dungeon, complete with torture chambers, and populate it with beasties. Then kill anyone who comes near.

SOUNDS FUN
Another contender for Best PC game ever, *Dungeon Keeper 2* will make you laugh and sweat. Keeping your own minions happy is tricky enough, without other keepers trying to muscle-in on your patch.

HERMIT FACTOR
The novel gameplay and fantastic graphics suck you in and an easy control system helps you get into it. Drawing the nastiest possible creatures into your dungeon and keeping undesirables out is great in one-player mode. Multiplayer mode is even better.

BRAIN POWER
The game is a piece of cake to pick up and play. There's potentially years of fun in this one.

HOMEWORLD
PC £30

THE BIG IDEA
Space is a big place without any roadsigns. Pilot this mothership and get it back to the long-lost Homeworld. Use the ship to build fighters to make sure that long haul home goes smoothly.

SOUNDS FUN
If you prefer your real-time combat to take place on Earth, maybe you haven't played *Homeworld*. It's presented in 3D, and the basic mine/research/equip gameplay isn't far removed from *Command & Conquer*.

HERMIT FACTOR
Homeworld is unforgiving on the player. Manoeuvring your units around in real 3D will have you tearing your hair out. Persevere and you'll become immersed in this epic space opera.

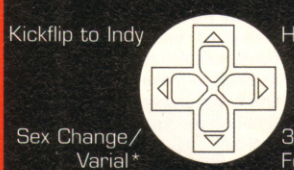
BRAIN POWER
Sussing out the controls is going to give you a major headache, even before you enter hyperspace. The missions range in difficulty – the later levels are rock-hard.

CAN YOU TRICK

WORDS: DEAN SCOTT SKATEBOARDING SKILLS: INTERGALACTIC TONY C

KICK TRICKS

D Pad + ▢

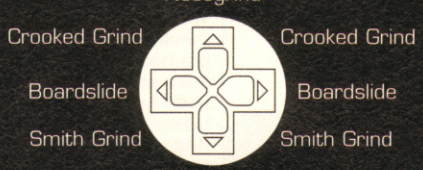


GRAB TRICKS

D Pad + ◯

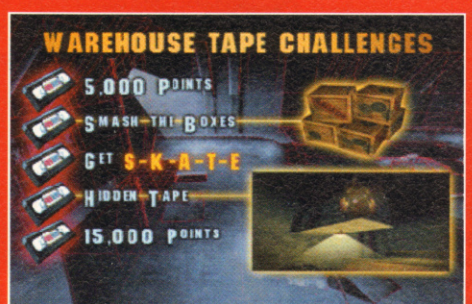
GRIND TRICKS

D Pad + △



*Trick names depend on chosen skater

THE WAREHOUSE



First stop is the warehouse, and none of the tapes should give you that much of a nightmare. The secret tape is the trickiest part of this level, and even when you know where it is, it might take you a few attempts to get

SKILLS TO PAY THE BILLS:

Get used to all the obstacles while they

BOX CLEVER
A good rule of thumb in this game is if you can't find an item, you probably left it behind at the start of the level. The only one of the five boxes you need to smash that isn't immediately obvious is the one that's directly behind you when you start. Break it, and head down the ramp

S.K.A.T.E.
The letters are obviously placed, and the only one you might have trouble with is the T – located above the half-pipe. The key here is to get enough pace going so that you can grab it as you leap over the top of the pipe. The longer you hold X before the ollie, the further you'll go. Remember that

THIS MONTH: Skate or die!

Playing *Tony Hawk's Skateboarding* is a lot like real skateboarding. There's no easy route to becoming a skate god; you've got to practise, practise, practise. But even when you're fully skilled-up, some of the items might be causing you grief. That's where we come in...

T?

...YES YOU CAN!

Busting out a ten-combo grind sequence might sound crazy, but practise makes perfect...

are easy to find. It won't be the first or the last time you see rails and ramps, so master them here first

HIGH SCORE
Even better news is that clearing the half-pipe earns you a tasty points bonus, which will set you well on the way to collecting that 5000 points tape. This level is the best for practising your half-pipe technique to rack up big points. It's a skill you'll be using a lot

PRO SCORE
The pro score tape is a drop in the ocean compared to what comes later, so get yourself acquainted with the moves that score big, right away. Remember that leaping off a rail on to another multiplies your points, and even ollying along the same rail will yield big points if you throw in a few tricks

SECRET TAPE
Blaze down the ramp at full tilt and toe your skater slightly off to the right. When you hit the half-pipe, an ollie will send you flying over the top of the pipe and crashing through the secret room where the hidden tape is. If you get the angle correct, you'll bag the tape

BACK TO SCHOOL

The school is a bit different to the warehouse level. It requires a better knowledge of the area if you're to succeed in getting all the letters or grind all the tables in the allotted two minutes. Familiarise yourself with your surroundings, and we'll fill you in on some of the less obvious stuff

SKILLS TO PAY THE BILLS: It's now that you need to look and

S.K.A.T.E.
The trickiest letter here is the S. You have to get on the handrail of the stairs that lead to the lower parts of the grounds. It's just to the left of the start point, and you'll need to carry enough momentum to slide down the full length of the rail to get the letter. The rest of the letters follow logically down the course

STOP FOR A PICNIC
Just in case you weren't listening before, the trickiest tape on the School level is the one you habitually skate past. Stop on the start ramp and edge over towards its left edge. Yonder lies the first picnic table. If you miss it here, you won't get back to it in time from the other side of the school grounds

SHOP TILL YOU DROP

The Mall is where the tape challenges start to hot-up. The secret tape is particularly tough. Make sure you maximise the two parallel rails over the water in the main room. Tricking between them earns silly points, and sets you up for the high-score tapes

SKILLS TO PAY THE BILLS: Learn the leap of faith. The secret tape will

S.K.A.T.E.
The K is the tough one here. Don't go up the first escalator as you start the level, but continue round to the fountains. Just to the right of the water there's a ledge with lots of bushes upon it. If you get your speed up and grind along the edge, you'll pick up the letter

WHERE CAN I BUY PANTS
The trickiest Mall directory is at the top of this escalator. Follow it up and to the right to find it. Peer over the ledge at the end, and the two rails you see are the ones which lead to the secret tape. You can jump on to them from here, or you can follow the slightly easier route we will explain shortly

GOING DOWNTOWN

The Downtown level lets you rip up the streets in fine style. Again, a good knowledge of the geography is essential to wrap up the tape challenges, so go for that free skate and get acquainted. There are lots of gap clearances to work into combos here for the big points

SKILLS TO PAY THE BILLS: Venture to the roof tops to get both

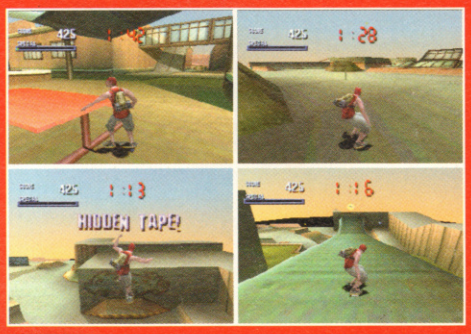
S.K.A.T.E.
The tricky letter T is hidden in a glass walkway above the main street. Smashing through it off a memorable trick is one way of getting to it, but there's an easier way. If you skate up the trailer in the corner of the main street, it leads into a twisty passage which leads to that walkway

I CAN SKATE WHERE I LIKE
Have a quick tour, and you'll spot most of the signs on your way round. Follow the road you start on round to the left, past the main square with the fountains. As you pass the truck sticking out of the garage, you'll see the side of a half-pipe, and the hidden sign is on top of that

remember. The levels get bigger so, learn to investigate every door and ramp for potential secrets

HIGH SCORE
The first points challenge should be a piece of cake – 7500 points isn't a lot to ask. And if you haven't earned them by skilfully tricking around the course, find yourself a section which resembles a half-pipe and get in some 720s. You'll soon have the tape

PRO SCORE
The pro score points tallies are starting to hot-up now, so mix up your tricks for big points. The School level features lots of rails you can grind on to, and jumping and grinding again on the same rail will multiply your score. Head for your designated half-pipe section for the big grab tricks



SECRET TAPE
Head up on to the roof and make your way to the far edge, as indicated in our picture. You need to take a leap of faith from here, but doing so will land you on a ramp. Head down this ramp and the hidden tape will loom into view. Grab it by jumping off the end of the ramp

will teach you the art of the gap transfer. As you progress this becomes increasingly important

HIGH SCORE
As with the other levels, there's no magic points formula. Every level has a half-pipe or a bowl-like section where you can rack-up some quick-fire tricks, and the Mall is no exception. The thing to watch out for in this area is the gap left in the bowl by the lifts. Landing in here will cost you time and probably teeth

PRO SCORE
All that time practising your rail grinds really pays off in the Mall. There are lots of sections where you can jump between rails racking up big points, and every escalator has a hand rail just waiting to be ridden. There are big points, too, for the rail slide that will win you the secret tape, but more on that later

SECRET TAPE
Just to the left of the escalator you just went up is a gantry with a car parked horizontally across it. You need to hit the ramp at the end of this at speed. Hold the grind button to get on to the suspended rails over the side, and keep tricking to retain the momentum of the slide. The tape is at the end of these rails

a good view of the level, plus the chance of some huge gap clearances/transfers

HIGH SCORE
A good gauge of your progress so far is how often you're dropping in the skater's special moves. A couple of big scores will trigger the special meter, and successive stunts will set off flashing yellow. Consult the manual for the key combo for the trick, and let it rip to get you nearer that pro score

PRO SCORE
With the points required for tapes rising all the time, you should be making a note of good areas for combo tricks as you skate around. There are ones right at the start of the level, where you can ollie and grind on the edge of a raised platform. Ollie off it on to a rail, and then trick off the end. Big points

SECRET TAPE
To get the hidden tape, head up the same trailer that got you the letter; but this time head up on to the raised platform at the top. You may have seen the tape twinkling away, and to get it requires a leap of faith over the side. Again, it might take you a few attempts to get the alignment spot on

TONY HAWK'S SKATEBOARDING

DAM THAT NOSEGRIND

As its name suggests, you can get a lot of speed up on the Downhill level, and you need it to get to some of the items. The hidden tape here is extremely difficult to attain, and even with us holding your hand you're going to have to try and retry before you get there. Have faith that it's possible, keep your composure and you'll be okay

SKILLS TO PAY THE BILLS: Patience is a virtue. This is probably the ha

TAKE A LEAK
The trickiest valve is the one you skate past at the start of the level. Ollie up on to that first set of parallel bars and it's yours. The next one is on a ramp slightly further down the course; the third on the rail above the half-pipe; the fourth on the underground ramp and the fifth on the wall near the bottom of the course. Phew

S.K.A.T.E.
The toughest letter to get is the last one, and it's right at the bottom of the course. You need to use the sidewall as a ramp to launch you up high enough so you can grind on the adjacent rail. Momentum is the big problem here, and you'll need to keep jumping, tricking and grinding again. Get to the end of the rail and you get the letter and lots of points

NEVER TRUST A HIPPY

One look at the scores needed for the tapes should tell you that this level is no pushover. You'll have to be skating at the absolute limit with a formidable repertoire of moves to get close. Dropping in your character's special moves is easy points when you know how, and keep an eye out for the gap clearances

SKILLS TO PAY THE BILLS: Been there, done that. If you get this far yo

WOOP WOOP, IT'S DA SOUND OF THE POLICE
Again, the car you're most likely to miss is right behind you at the start of the level. You'll need to time your jump carefully to hit the roof of the car. There is another car outside Porkers Doughnut shop around the first corner, and two at the crime scene. The last is behind the odd sculpture in the main square

S.K.A.T.E.
The hidden letter is a tough one to spot since it's obscured and high up. As you're tricking off those rails, stop before you come off the last one. A sharp right turn will take you into a glass box and the letter is inside. Often your best ally in finding hidden objects is the replay camera, as it gives a slightly different view

GOING FOR GOLD

CHICAGO SKATE PARK
The Chicago Skate Park is the first competition stop. You need to win a medal to advance, and the way you do that is by impressing the hell out of the judges with your crazy skills. There are a lot of obvious areas to go for here, and not many which are going to slow you down or lose you points with a big fall

SKILLS TO PAY THE BILLS: The skills you've learnt have to be used. It's

WORK THE PIPE
We've said this before, but you can't go wrong with finding yourself a nice half-pipe section and playing around in there for the duration. You'll need to exhaust your repertoire in the air, but the opportunity is there to register a lot of big tricks in quick succession, which the judges love

BURNSIDE, PORTLAND
The second competition is set in another park, but one with a completely different layout. You'll notice there are lots of bowl sections, but equally prevalent are grindable ledges, and you really need to mix up your skills to win here. You'll need to have a forage to find out where the gap clearances are, as well

hardest secret tape going. If at first you don't succeed, try, try, again and again and again!

PRO SCORE
Even after you've ollied along the length of the rail that yields the letter E, it's too big a points scorer to ignore when you're on the trail of the pro score tape. 40,000 points is a big ask, but if you bag 25,000 with combos on this one rail you're well on the way. A session on the half-pipe should finish it off

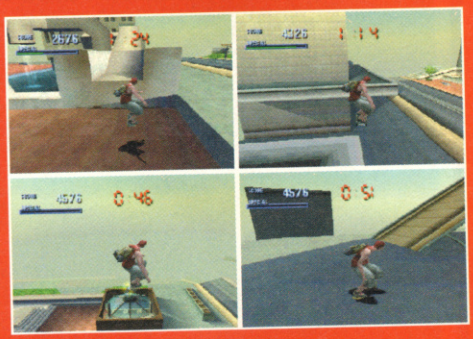
HIGH SCORE
As you're hurtling downhill and over some gaping chasms, there are a lot of gap clearances and rail slides to be had here. Again, there's a half-pipe section to rack-up big points, but the potential to transfer from rail to rail should rack-up a stack of points

SECRET TAPE
After you've ridden the rail that takes you over the half-pipe section, you'll see another rail. Ride along it and don't fall off at the other side. You then need to wall-ride the next gap, jump on to and across the rock bridge and clear the next gap with a wall-ride or a grind. A leap of faith off the next ramp bags the tape. Good luck.

you've mastered the tricks you need. Just get out there and bust your special moves

HIGH SCORE
The best tip here is the location of the hidden bowl. You'll probably need to rack-up that 50,000 pro score. You'll recognise this street in the game, and jumping up the ramps as indicated sends you smashing into a hidden room with a rather tasty bowl for you to get tricking. Get bashing out some special moves

PRO SCORE
Heading for the centre of this level reveals a mass of ledges and steps. You should routinely be trying to score big combos on all ledges by now. Each jump and re-grind multiplies the trick score, and the very best skaters know where they can score the big points and follow a similar route each time they play



SECRET TAPE
You can see the tape above the pagoda in the main square, and getting there is a real adventure. Skate up the sculpture and jump off on to the building ledge. You then ollie on to the next building, and then follow its ledge helter-skelter-style to the roof. A leap of faith off the ramp sends you crashing through the pagoda for the tape

It's a case of doing tricks perfectly and maxing-out your combo tricks. GO BIG, GO GOLD

JUMP AND GRIND
The name of the game here is transfers and grinds, and you'll need to score big on these to get the gold. The rafter above the park is also grindable if you catch some big enough air, and it bags you a ton of points into the bargain. There's a pipe section too, if you get short on inspiration for the grinds

ROSWELL NEW MEXICO
Well, that hidden level finally reveals itself. Area 51 at Roswell. It's an awesome spectacle, and a tour of the site will take you through some sliding doors where you can see aliens laid out on operating tables. It's possibly the coolest location in the game, and certainly the trickiest

BE A SKATE GOD
If you've got this far you must be a pretty handy skater, and you'll need to be. Even your best tricks won't score as highly here, so you'll have to use all the skills at your disposal – special moves and all. Negotiating the course is tricky enough, but keep an eye out for the transfers and big grinds and you'll get there

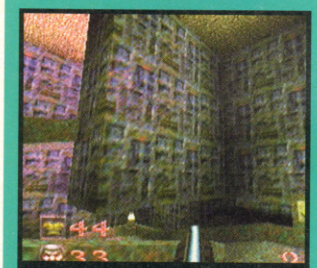
YOUR TIPS

EASY

What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords... something that's hot and will help out other Computer and Video Games readers, then send them into us. We'll give the writer of each letter printed a crisp tenner, no questions asked. Just make sure your tips are decent.

NINTENDO 64

David Draper, from Boston, has sent an impressive selection of handy hints and nifty cheats for Quake 64 that should help you breeze through the game...



Best to shoot baddies rather than walls

■ QUAKE 64

For Items, Warp and More

Begin gameplay on Level 3 and reach the area before the elevator, near the end. Platforms with two enemies should be over your character at this location. Kill them and a cage behind your character will open, revealing armour. Shoot the wall behind the armour to find a warp that will transport your character to the platforms. Go to the platform that contains missiles, face right, and shoot the wall. This reveals a secret hallway with another warp, that's actually a trap. The floor will open up, revealing lava. Side-step to the right and run to the warp fast to reach the Ziggurat Vertigo level.

Debug Mode

Enter QQQQ QQQQ QQQQ QQQQ as a password and ignore the 'Incorrect Password' message. A 'Debug' selection will appear on the option menu. Level select, all weapons, invincibility, and monster targeting may now be accessed.

Full Weapon Passwords

Enter one of these passwords to start at the corresponding level with full weapons.

LEVEL	EASY	NORMAL
Realm of Black Magic	?DRY OPFG P3BT VBKX	6DRW OPFG T3BR VBJX
The ElderWorld	95RV TPFG QQBT JBJT	5SR9 TPFG VQBR JBCT
The NetherWorld	81RV 6PFG RGB5 5BJH	41R9 6PFG WGBQ 5BCH
Shub-Niggurath's Pit	79RV 2PFG R7BS SBJF	39R9 2PFG W7BQ SBFC

LEVEL	HARD	NIGHTMARE
Realm of Black Magic	2DR? OPFG Y3BP VBCX	YDR8 OPFG 23BM V3BX
The ElderWorld1	SR7 TPFG 2QBP JBBT	XSR TPFG 3QBM JBFT
The NetherWorld	O1R7 6PFG OGBN 5BBH	W1R5 6PFG 4GBL 5BFH
Shub-Niggurath's Pit	Z9R7 2PFG O7BN SBBF	VR95 2PFG 47BL SBBF

Use the force Luke. Or use these cool cheat codes

■ STAR WARS ROGUE SQUADRON

At the passcode screen type:
IGIVEUP = Unlimited Lives
ACE = Increased Difficulty
FARMBOY = Allows access to the Millennium Falcon
RADAR = Improved Radar
TOUGHGUY = All Secret Weapons
CHICKEN = Opens a secret level where you can wreak havoc on an AT-ST

Antonis Antzouli, London

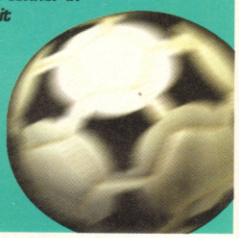
■ WWF ATTITUDE

Some special wrestler moves, which can only be used when your rival's energy bar is red.
THE ROCK = In a tie-up, Rock Bottom Finisher – left, left, up, punch
AL SNOW = In a tie-up, Snowplow – left or right, down, punch
UNDERTAKER = Opponent standing, Tombstone Piledriver – left, down, punch
MANKIND = In a tie-up, Mandible Claw-Left or right, down, punch

Scott Simpson, Crewe

PLAYSTATION

James Beaman, from Studley, has a wide selection of PlayStation cheats for us and earns himself a tenner in the process – take it away James!



■ PREMIER MANAGER 99

Use the manager name MATT IS GOD to get access to a team of super shooters.

■ CRASH BANDICOOT 3

For bonus levels:
HOT AND COLD – On level 14, you will see an 'Alien Crossing' sign on the left-hand side of the road about half-way through. Crash into it to be transported to the new level.
EGGIPUS REX – On level 11 take the yellow gem route. After the first dinosaur chase, allow the second to capture Crash to get into this level.

■ TOCA 2

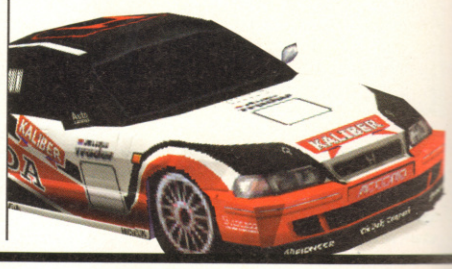
Similarly, use the name LONLONG to access 40 lap race, BCASTLE to bounce off all walls and barriers and EASTBOY for a super-fast motor.

Ben Donnison, Wirral

■ SYPHON FILTER

For Level Select, pause the game and go to the options menu. Highlight 'Select Mission'. Then press and hold L1+R1+Select+Left+Square+X. For All Weapons and Ammo, pause the game and highlight the weapons menu. Then press and hold R2+L2+Left+X+Square+Circle. All the available weapons on the mission you're playing will be selectable.

Alan Dixon, Preston



MONEY

Send in your best tips and get £10 in return

PC CD-ROM

■ LEGACY OF KAIN: SOUL REAVER

Constrict Ability

First, you must have a circular area around the target. For example, let's assume that the target is a Dumahim vampire – which is the most common in Nosgoth. Now, without using autoface, run a complete circle around the vampire until Raziel is followed by a trace of blue energy. This energy, once fully invoked, will 'constrict' the vampire, causing it to be momentarily stunned – and allowing ample time for you to finish it off. The Constrict ability has odd effects on humans. They are as follows:

- Certain humans, once you begin the Constrict ability, will act as though they plummeted into water. If you do not finish the ability, they will 'drown'.
- The human will get stunned when Constrict is half finished, allowing you to stop and feed on their soul.
- The most common and normal result is that the human will instantaneously die.

The Constrict ability is required to complete the puzzle in the Chrono-chamber. Also, make sure to return to areas of Nosgoth you have already visited prior to gaining that ability. You will find that Constrict can be used on many things and may open up useful secrets, such as Eldritch artefacts, Glyphs and life-force pieces. Constrict, however, does not work on Kain and will not work underwater.

Phil Mithy, Birmingham

■ COMMAND AND CONQUER: TIBERIAN SUN

Mission 5 playing NOD is, in my opinion, the hardest mission to complete if you don't know what you're doing. Take your force and kill the guys in front of you. Follow the train tracks until you get to two bridges. Go on the bottom one. Try to avoid the patrol. Follow the tracks past the GDI base, and kill the two wolverines they send at you. Then, go to the north-east corner of the map as fast as possible. If you aren't detected, then that's good. Send your engineer and an escort around the left side of the cliff, until you see the wrecked spaceship. Send your engineer inside the ship, then move the escorts back to the other location. Now, you can sacrifice one unit you have left, and try to lure the GDI into fighting the rival NOD forces. Take an infantry man preferably, and send it to sight-range of the base. When they come for you, run south and up the ramp to the other NOD outpost. The GDI will fight the NOD forces, and both of them will have fewer units to send at you. If the GDI destroy the laser, then you'll have an easier time. If there's another NOD attack buggy and guys on the cliff, take yours over there and lure them down, you'll probably attract the attention of the GDI, too. Then, race it back to the others and follow the tracks, all the while going very fast, into the NOD base. Kill the train quickly, or as is suggested, kill the engineer trying to fix the bridge, then kill the train. Cool, you've done it!

Or, another way to beat this mission is to follow the train with the Attack cycle, and when it stops at stations, shoot it. At the second station you'll destroy the engine, then the caboose. This takes about three minutes.

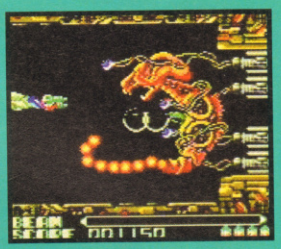
Zaz Murphy, Southport

Tiberian Sun: It's strategy, Jim, but not as we know it

GAME BOY COLOR

■ R-TYPE DX

Gerry Walker, from Leicester, has a goodly selection of hints and cheats for this new Game Boy Color title. A tenner is winging its way to you Gerry.



Level skip: Press Start to pause gameplay, then press B to advance through any level that was previously played.

Invincibility: Successfully complete R-Type DX using 10 or less credits. Then, press Select + A during a R-Type Standard-type game.

Quick reset: Hold B during gameplay and power the Game Boy off and on while continuing to hold the button. The game will resume at the start of the last level played with five lives, but no points or power-ups.

Drawing mode: Successfully complete the game in R-Type I Enhanced, R-Type II Enhanced and R-Type DX. Press Right at the game type selection screen until the De Souza drawing editor option appears. Then, press Start to begin.

Here are a few handy hints and tips for one of the harder levels:

STAGE 4

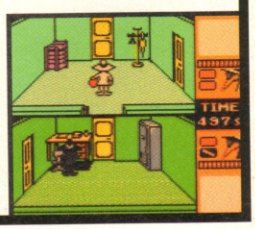
Power-Ups: #1 – Super Laser (x2); S – Speed

This stage is the hardest one in R-Type. Baldos will appear out of nowhere, but they will always follow a certain pattern. When you reach the part where there's a little opening, go into it. Now go Up, Right, and Down. Position the R-Type under the beam hanging from the ceiling, and you should be able to dodge the enemies. After that, put your ship over the first pole. Now you'll reach the mid-point of the stage. Go up and stay in the hole in the ceiling, and the enemies will pass under you. Now go Right, Down a bit, and Left in the place with the POW Shuttle. After the Baldos from the top passes by you, move between the two poles. Another Baldos will pass over you. Now you should be fine for the rest of the level if you're careful.

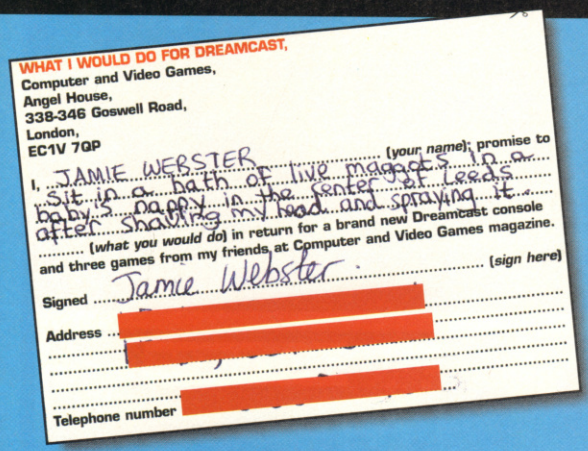
■ SPY VS SPY

To select a level in this incredibly amusing game, all you have to do is enter 15Y24 as a password. It's a cinch.

Dan Sildy, London



DREAMCAST WINNER



WHAT I WOULD DO FOR DREAMCAST,
Computer and Video Games,
Angel House,
338-346 Goswell Road,
London,
EC1V 7QP

I, JAMIE WEBSTER (your name), promise to sit in a bath of live maggots in a baby's nappy in the centre of Leeds after shaving my head and spraying it (what you would do) in return for a brand new Dreamcast console and three games from my friends at Computer and Video Games magazine.

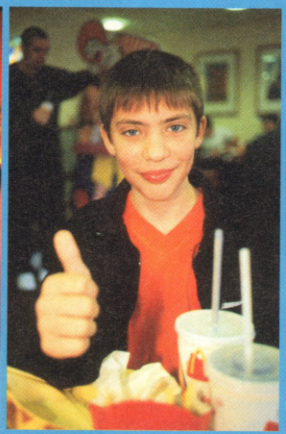
Signed Jamie Webster (sign here)

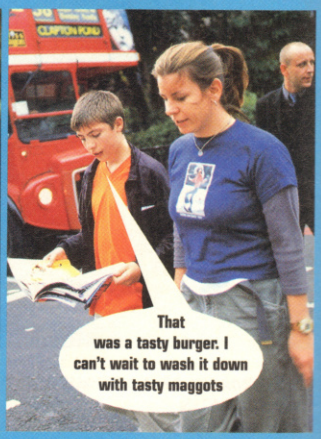
Address [redacted]

Telephone number [redacted]

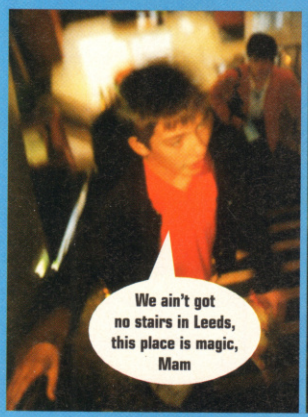
MAD FOR IT

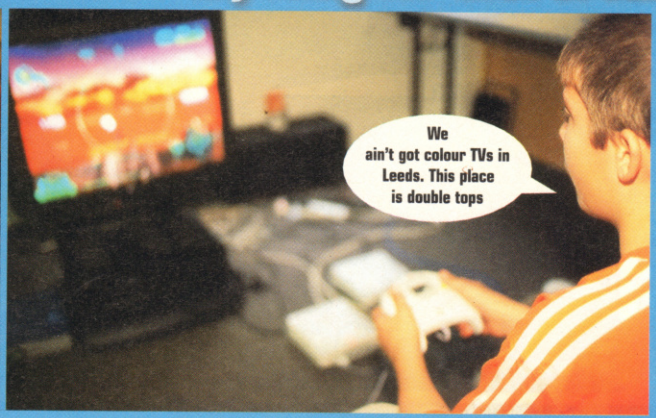
Free Dreamcast? You're all stark, raving...





"I'll do anything for that Dreamcast!"





Loony 14-year-old Leeds lad, Jamie Webster, was up for anything to win our What I Would Do For A Dreamcast competition. So we made him prove it. Think of some of the worst things and you'll realise what he was up against.

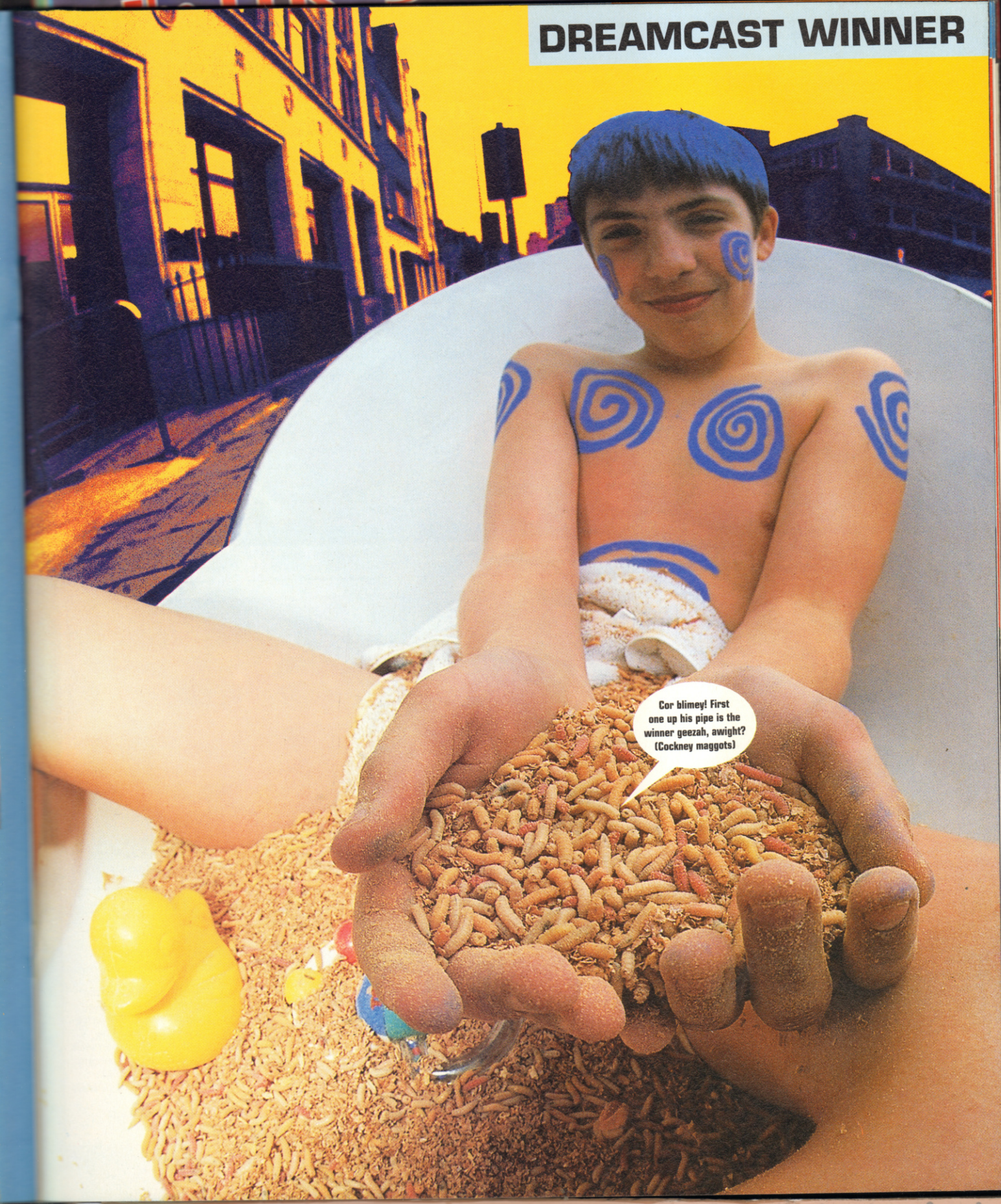
MAG-GOT TO BE CRAZY

Hair dyed blue, sporting a nappy and a baby's dummy, he went out on a London street in broad daylight – to take a bath in crawling maggots in front of passers-by. Nothing was too disgusting for Jamie, who happily gargled a few of the creepy-crawlies. We offered him a couple of chances to back out – but not Jamie. Our pictures prove he had the bottle, so he scooped the Dreamcast and three games that were up for grabs.

YOU HORRIBLE LOT

Total madness gripped the UK for months as readers dreamt up more and more insane ways to score that

DREAMCAST WINNER

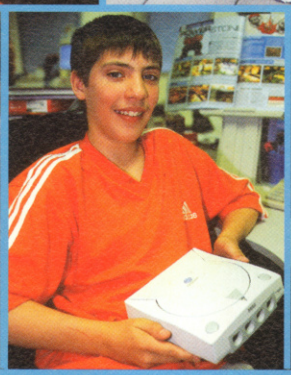


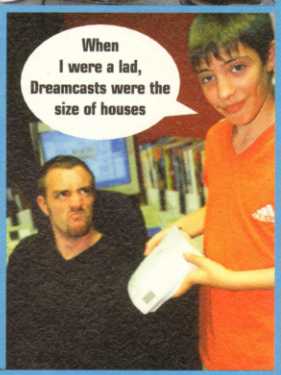
DREAMCAST WINNER

Dreamcast. Some pledges were disgusting, some were impossible and others were just plain illegal.

SATAN'S DARK DELIGHT

Over 70 readers' promises involved full or partial nudity – ranging from naked bungee jumps to shopping in the buff – or cross-dressing. And hundreds of others vowed to have Dreamcast tattoos, full body waxes, insert foreign objects in strange parts of their body, skydive, swim in shark-infested waters, walk on broken glass, sell their families and even their souls to Satan. Nearly a ton of readers pledged to smash-up all their current gaming gear worth hundreds and sometimes thousands of pounds. Now that's desperation.

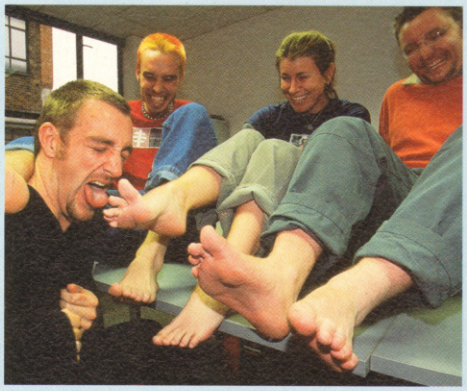




DEMENTED DAN

Dreamcast dementia even set in at the Computer and Video Games office. So we got Dreamcast Dan to perform some of the best entries we received. He did this lot without the incentive of a free Dreamcast – nutter!

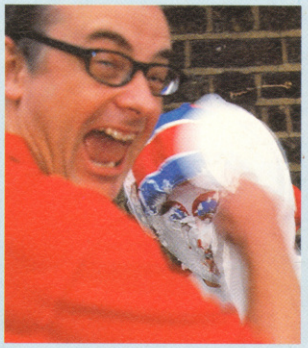
Walk naked down a busy street wearing only a sandwich board suggested Calvin Galvich, from Brighton. Dan was delighted to oblige, he even bagged a granny in the process



I would lick the feet of the CVG team, wrote Simon Bennet of Skegness; easy, Dan does that every day

Michael Banwell of Gwent would have put his head in a bucket of mushy peas – Dan beat him

This had nothing to do with the competition. This is Dan's own special hangover cure that we managed to get photos of. Drinking toilet water, he explains, is good for the mind, the body and the soul



Jasper Pye of Walthamstow wanted to wear clown make-up...

... and have shaving foam splatted in his face. Dan's your man

CAN YOU DO ANY BETTER?

We've had several hundred mad entries for this competition, so we're up for more and will be giving away more Dreamcasts. Just write in telling us what you'd be willing to do for one, then wait for our call. Send your entry to: I'M DESPERATE FOR A DC COMPUTER AND VIDEO GAMES ANGEL HOUSE 338-346 GOSWELL ROAD LONDON EC1V 7QP

the way to a man's heart is through his ribcage.

UNIVERSAL INTERACTIVE STUDIOS

PlayStation

Xena lets her chakram fly in the fiercest adventure to hit PlayStation.
Miss out and you'll be gutted.

ELECTRONIC ARTS™

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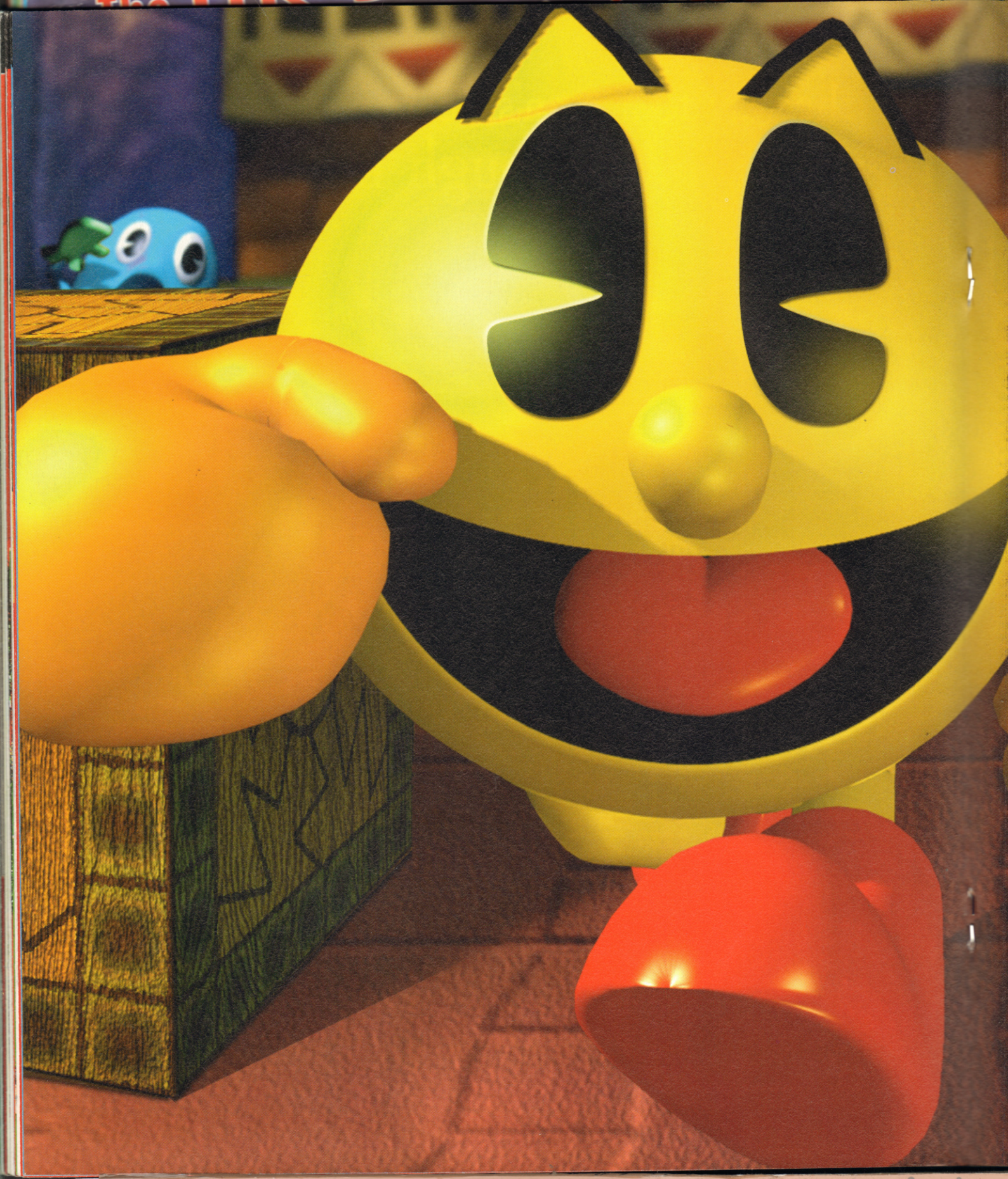


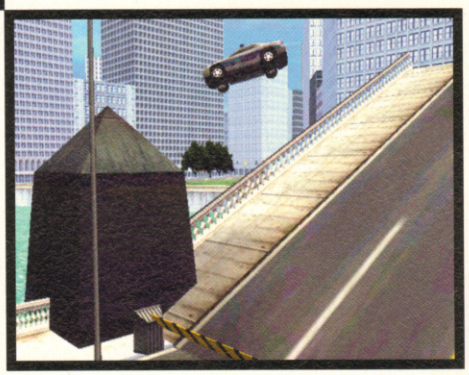
PULL-OUT POSTER

computer and video GAMES

PAC MAN WORLD
It's his 20th anniversary this year – and he's still going strong

WHAT YOU NEED TO KNOW

Is something about the world of video games confusing you? Don't worry, Computer and Video Games will be able to sort you out. Just send all your gaming queries to the address at the end. No sweat.



Midtown Madness: Fancy trying this in a delivery truck?

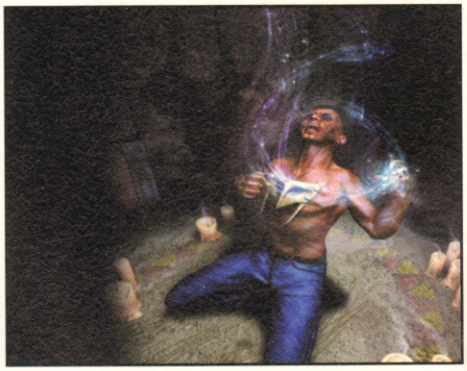
MIDTOWN MADNESS

Do you have any cheats for *Midtown Madness* on the PC?
C.Frecknall, Southampton.
That question was short and sweet. As I am sure you are, too, 'C'. But let's move on to the cheats...
Cheat mode (player name):

NAME	RESULT
Show me Cops	Police displayed on the map
Big Bus Party	All city bus traffic
Tiny Car	All compact car traffic
Jet Planes	All airplane traffic
Faster AI	Warp Eleven
amizdA eoJ	Traffic drives in reverse

Enter one of the following names to activate the cheat function and then select the 'New' option on the player selection screen.

- VASEDANS: Select the Cadillac in Cruise mode to drive a generic car
- VASEDANL: Select the Bullet in Cruise mode to drive a generic light car
- VAVAN: Select the Ford F350 in Cruise mode to drive a van
- VADIESELS: Select the City Bus in Cruise mode to drive a Diesel
- VACOMPACT: Select the VW Bug in Cruise mode to drive a VW Rabbit
- VAPICKUP: Select the Ford F350 in Cruise mode to drive a pick-up truck
- VABUS: Select the city bus in Cruise mode to drive the bus with a new colour
- VADELIVERY: Select the Ford F350 in Cruise mode to drive a delivery truck
- VALIMO: Select the Mustang GT in Cruise mode to drive a random limo
- VALIMOBLACK: Select the Mustang GT in Cruise mode to drive a black limo
- VALIMOANGEL: Select the Mustang GT in Cruise mode to drive a white limo
- VATAXI: Select the Cadillac in Cruise mode to drive a yellow cab
- VATAXICHECK: Select the Cadillac in Cruise mode to drive a green chequered cab
- VABOEING_SMALL: Select the City Bus in Cruise mode to drive a mini-jet



Shadow Man: You can cheat by changing PC files

SHADOW MAN

This cracking game – on the PC – has just taken over my life, but I have a good few problems getting to different bits of the game. Please make my life easier and give me a cheat mode!
Paul Williams, Plymouth
Sure thing, one cheat mode on the way. Just be aware that this is a bit technical. So only attempt the following if you're comfortable with handling PC files.
To create the Cheat mode: Create a backup copy of the **'release.msc'** file in the **'data\scripts\menus\english'** subdirectory in the directory where the game was installed. Then copy the **'debug.msc'** file in that same directory to **'release.msc'**. Load the game to access a cheat menu with invulnerability, all weapons, all items, infinite ammo, level select and other options.

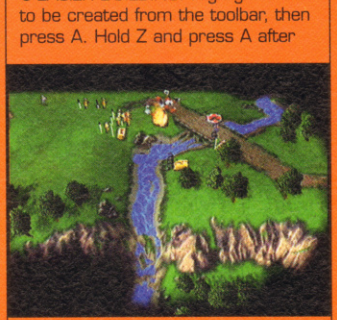
computer and video GAMES GUARANTEED WINNERS

A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

NINTENDO 64

COMMAND AND CONQUER 64

- ADJUST BATTLE SCREEN: Hold R press C-Up or C-Down to magnify and reduce the battle screen.
- EASIER BUILDING: Highlight a unit to be created from the toolbar, then press A. Hold Z and press A after receiving the 'Unit Ready' or 'Construction Complete' message to build the same unit again without returning to the toolbar.
- BUILD AWAY FROM BASE: To build away from your base, create a chain of sandbags to the location.
- USE OPPONENT'S STRUCTURES & MEN: Use an engineer to get into your opponent's Mobile Construction Unit. This will allow use of your opponent's structures and men.
- SELLING VEHICLES: Place a vehicle in the repair bay to sell it.
- KILLING MULTIPLE GRENADIERS AND FLAME THROWERS: When attacked by a group of flame throwers or grenadiers, kill a few of them to set off a chain reaction that will kill the rest.
- FINDING MONEY: Destroy the village churches to find $1,000.
- BUILD NOD ATTACK CHOPPER: To build an attack chopper for the Brotherhood of NOD, take over their main base and an attack chopper will become available.
- FASTER ION CANNON AND NUCLEAR WEAPON CHARGE: Build more power plants to get a faster Ion Cannon and Nuclear charge.
- TAKING OUT LASERS: The fastest and easiest way to take out Lasers is to use three flame tanks.
- TAKING OUT GUARD TOWERS and Advanced Guard Towers: Build Artillery and send them to attack those structures. Their firing range is further than the Towers.
- TIBERIUM FACTORIES: When you destroy your opponent's Tiberium factories, you can shoot one of their structures a few times to make them sell it. Make sure you take out their main base first or they'll be able to rebuild them.



Destroy villages to get cash. War crime alert

Skulltula skulduggery in *Zelda: Ocarina Of Time*

Soul Reaver: Want to know how to kick Zephon's butt?

Wipeout 3: How to go multiplayer. Nice cat

ZELDA: OCARINA OF TIME

My friend has just lent me *Zelda: Ocarina Of Time* for the N64, and I need to ask you some questions:
1. How on earth do you beat the invincible man in Geruda Valley?
2. Can you give me a list of locations where the gold skulltulas are?
3. And can you give me a list of locations where all the heart pieces are because I need seven more of them?
Jim Bowles, Truro

1. Hmmm, I'm not exactly sure where you are, but allow me to give you a few handy pointers...
If you're on the way to getting Biggoron's Sword and you've been to the Potion Shop in Kakariko Village, give the Mushroom to the lady at the shop, she will give Link an Odd Potion. Hurry back to the Lost Woods. The man will be gone, but a Kokiri will be here. Give the Potion to her to receive the Poacher's Saw. Ride the horse to Gerudo Valley. There is a broken bridge here, so whip Epona to jump it. Or...
In Gerudo Valley, while fighting the guard that patrols the Aqua Cell, enter the prison next to the cell. Link can hit her, but cannot be hit back from this location.
2. Capture bugs in a bottle and drop them on some soft soil where Link would put some Magic Beans, and a Gold Skulltula will appear. Kill it and get your new-found token. This works on them all, except the soft soil spot right next to the man that sells the Magic Beans.
3. To list all the locations requires more space than we have here but here's a few examples:

- Move a crate that is blocking a small hole to find a secret place with the piece of heart.
- During your youth, plant a Magic Bean at the mouth of Dodongo's Cavern. A beanstalk will be at this location when returning years later. Climb the stalk to find a piece of heart.
- On the edge of Hyrule Field, near the path that led to Lake Hylia, is a small patch of grass that is fenced in on all sides. Throw a bomb into the area to uncover a secret grotto that contains a piece of heart.
- There is an odd tree at Lon Lon Ranch. Drop a bomb at the base of the tree to uncover a secret grotto that has a piece of heart.

SOUL REAVER: LEGACY OF KAIN

I desperately need help! How on Earth do you defeat Zephon in *Soul Reaver: Legacy Of Kain* on the PC?
Tim Johns, London

Ah, now there's a question you wouldn't find on Who Wants To Be A Millionaire. Believe it or not, it's not as difficult as it seems. What you do is bring a torch with you to the fight with Zephon. Run up to his belly and swipe the torch at the hole for a bit of damage. He will attack with his leg, and get it stuck in his belly. Strike the leg. He will be heavily damaged, but strike the egg hole to cause more damage. Any time he gets a leg stuck in the ground, hit it with the torch, then hit his egg sack to quickly kill him. This is easier than the 'correct' method. After defeating him, you will gain the ability to scale walls.

WIPEOUT 3

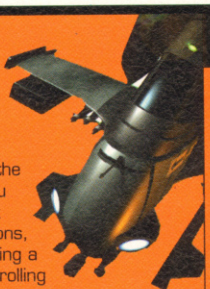
I've just bought *Wipeout 3* on the PlayStation – and what a game! But how do you link up four players? Also, any hints and cheats?
Simon Crawley, Stoke

OK, Simon, let's look at the link-up mode for four players first. Load the game on two linked PlayStations. Select **'Options'**, then **'Game Setup'**, then **'Default Names'** and **'Default Name Player One'**. Change the default name on both PlayStations to LINK. The screen will flash to confirm correct code entry. Choose the new **'Establish Link'** selection on the options screen on both PlayStations. Note: The first PlayStation to enable this option will be set as the master, and the other PlayStation will be designated the slave. Select the number of players (up to two per PlayStation), then choose a single race or eliminator mode (on the master PlayStation). If a single race was selected, choose a class and track. Select a vehicle to start the race.
Now, you asked for a few cheats – your wish, etc...
Extra vehicles: Enter **JAZZNAZ** as a default name.
Prototype track: Successfully complete all tracks with all teams in single-race mode. Then, select the new **'Prototypes'** option on the main menu.
All tracks: Enter **WIZZPIG** as a default name.
Phantom class: Enter **AVINIT** as a default name.
As for hints? To override auto-pilot: press Left or Right at a junction to override the auto-pilot if it is active. To avoid wall damage: switch to the auto-pilot any time before hitting the wall. If done in time, there will be no effect from the collision.

PLAYSTATION

G-POLICE

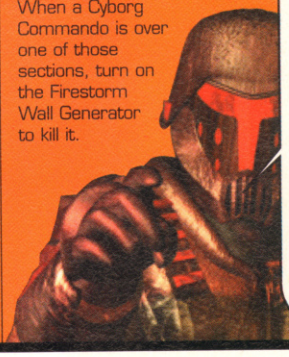
- INVINCIBILITY: Hold L1 + R2 + Square and press Left during the mission briefing. A sound will confirm correct code entry. Note: The game will not progress past the current mission when this code is enabled. However, it may be used to try various strategies and options prior to playing in normal mode.
- ALL WEAPONS, UNLIMITED AMMUNITION: Hold L2 + R1 + Circle and press Left at the weapons loadout screen after the mission briefing. A sound will confirm correct code entry. Note: the game will not progress past the current mission when this code is enabled.
- SECRET MISSIONS: Enter PANTALON as a password. The word 'Cheat' will appear in the lower right corner to confirm correct code entry. Enter the training menu to access six secret missions, including driving a car and controlling a combat droid.
- FAST CIVILIAN TRAFFIC: Enter BENIHILL as a password.
- ENABLE SIRENS: Enter WOOWOO as a password.
- BONUS CAMERA ANGLE: Enter SUPACAM as a password. The camera angle will switch to a close-up of an enemy vehicle when it is destroyed. Press Select to use another camera view.



PC CD-ROM

COMMAND AND CONQUER: TIBERIAN SUN

- UNLIMITED FIRESTORM WALL: This trick allows a fully-charged Firestorm Wall to last indefinitely without having to turn it off to recharge. First, fully charge your Firestorm Wall and turn it on. Before it runs out of power, sell or turn off your power plants until the message 'On Hold' appears in the Firestorm Icon. Your Firestorm Wall will remain on indefinitely, unless you build or turn on your power plants.
- HIJACKING VEHICLES: Take a Mutant Hijacker into a city, find a car, truck or bus, and select it. You now have control over the vehicle.
- KILL A CYBORG COMMANDO IN ONE HIT: This trick requires the ability to build a GDI Firestorm Wall Generator and Firestorm Wall sections. Fortify your base and develop it until you have the option to build a Firestorm Wall and sections. Build Firestorm Walls across any sections where an enemy can get into your base. When a Cyborg Commando is over one of those sections, turn on the Firestorm Wall Generator to kill it.



Send all your questions to our new address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW, COMPUTER AND VIDEO GAMES, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP

EVERY WEEK HEAT GETS THE JUICE.

heat

The entertainment magazine

mailbag

YOUR LETTERS

Send your letters to: Mailbag, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or e-mail us at: mailbag.cvg@ecm.emap.com

STAR LETTER
ONE MYSTERY SOLVED

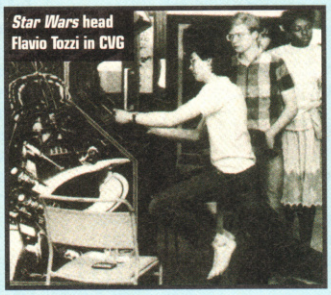
In Issue 215, Gregory Cronin asked us to prove his teacher's claims that he'd appeared in the mag years ago for breaking the world record for the longest game on the original *Star Wars* arcade with a single credit. Due to incomplete archives, we couldn't help, but then we received an unexpected letter or two...

I was amazed when my students showed me the 'Star Letter' in CVG written by one of my students. I was featured in your September 1985 issue. I still have a copy as a momento.
Flavio Tozzi, London

Well, that definitely solves that mystery.

Gregory Cronin's teacher did get his picture in CVG in September 1985. I have several back issues from that issue. I'd like to talk to anyone with CVG back issues that they want to sell. My e-mail address is ian@infoserv.demon.co.uk
If Issue 1 is November 1981, then October 1982 must be Issue 12, which would make October 1999 Issue 216?
Ian Pare, Sutton-In-Ashfield.

Well, we may have solved one mystery – now we have another to contemplate. Thanks to Aonghus de Barra, who also sent us proof.



Star Wars head Flavio Tozzi in CVG

WIN WITH MADCATZ®

Want some really cool peripherals for free? Each month the writer of Mailbag's star letter will get a smart prize from Madcatz. They've got everything from steering wheels to memory cards, to controllers. With a different prize up for grabs each month it's time to get writing.

Write in, get it printed and you could win some Madcatz goodies

AN UGLY BEEF

Please tell me it's not true! Tell me the new flat PlayStation 2 looks nothing like the pictures I've seen of it! It's flipping ugly and it's worse than... than... well, there's nothing that even comes close to being as bloody ugly. What the hell are they thinking? I understand PS2 has to look like a video because it'll play DVDs, but that's no excuse for making it look like some cheesy 1980s console. I'm sure I'm not alone in thinking this. Sony should get their act together.
Tom, London

Round one goes to Sega in the epic PlayStation 2 versus Dreamcast scrap that has filled our mailbag to bursting point this month.

AIRCON BUT STILL NOT COOL

Dreamcast will win this console war because PlayStation 2 looks like an air conditioning unit. It'll have only two joypads and no built-in modem.
Ricky Valentino, London

CAN'T WAIT

If Sony wants us to buy PlayStation 2, then try bringing it out sooner! If not, I predict thousands will be flocking to Dreamcast-selling shops.
David Bann, no address supplied

PORN IN A TEACUP

Dreamcast will be a very successful machine. It boasts 128-bit graphics and a modem. Gaming will change forever. But if kids start going into porn sites using Dreamcast – and get caught – it could mean some bad publicity for Sega.
Graham Wood, Huddersfield

A logical concern, but it's possible to restrict access on any Net browser and Sega's certain to do just that. Fret not.

SHOULD I WAIT?

I've sold my PlayStation to buy a Dreamcast, but I have one small problem – the PlayStation 2. Dreamcast looks amazing with great games like *Sonic Adventure*, but PS2 will be DVD-compatible and have the *Final Fantasy* series. I've also heard rumours that the new PlayStation will be under £200 on release, so I don't know what to do. Should I go out and buy a Dreamcast or wait a while and get PS2?
Daniel Black, Kelso

Choices, choices, eh? Latest information from Sony suggests you'll be looking at a price tag of around £240 for PS2, but you'll probably have to wait a year to get your paws on a UK version. Dreamcast's already available and it's a damn fine machine, with some top games to boot. Don't wait. Buy both if you can afford it.

MONEY, MONEY, MONEY

I'm seriously thinking about buying a Dreamcast when it comes out, but I'm worried about paying £200, which is probably going to drop to £50 at Christmas, just like N64. Do you think this is likely to happen?
Dale Jordan, South Yorkshire

While we pride ourselves on our inside information on the games industry, even we can't tell you about Sega's pricing strategies that may not be decided yet. That said, it's unlikely they'll cut prices so soon. Just shop around before buying.

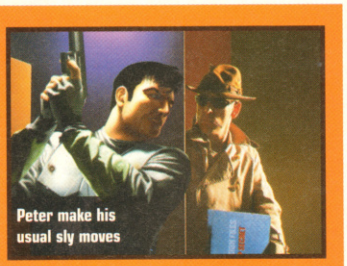
WAIT UP

Dreamcast will cp on PlayStation, PlayStation 2 will c**p on Dreamcast and Project Dolphin will scoff the lot. The fact is that if Dreamcast had**

HAT'S GOT TO BE HIM

Who is Peter? I'm referring to Issue 215 and all your cool Dreamcast pictures.
Jake Slocombe, Irchester

Peter's recently joined the team as Deputy Editor. You might have also spotted him as the dodgy geezer wearing the hat and shades in 215's Masterclass.



Peter make his usual sly moves

"If kids start going into porn sites using Dreamcast, it means bad publicity for Sega"

Graham Wood, Huddersfield

"I'd like to rip the heart out of whoever came up with the idea of cheats"

Matthew 'Chewy' Tinnion, Newcastle

21ST CENTURY FUN

The millennium's likely to bring some social changes, but computer games will remain a source of fun.
Mark Cross, Wolverhampton
As will *Computer and Video Games*.

Sony's name on the front instead of Sega, everyone would rush out to buy one. It's pathetic but true.
Paul Beckett, no address supplied
And that's the final word on the PlayStation 2 versus Dreamcast rumble.

GET OUTTA HERE

Give Alex Huhtala a serious kick in the arse for giving the truly awful *Sonic Adventure* five stars. It's st. And that's the truth.**
Ray Sullivan, Dublin
I think a small confession is in order. It turns out the piece was actually written by Irena, but accidentally attributed to Alex. However, he totally agrees with the review, as do a lot of readers.

TOLD YOU SO

There's no way Paul Jackson from Golborne is a real Sega fan if he was disappointed with *Sonic Adventure* on the Dreamcast. If *SA*'s graphics were any better it would lose its charm and fun. Realistic characters and shadows wouldn't be *Sonic*.

Even though I might be making a mistake in buying Sega again rather than waiting for PlayStation 2, I refuse to miss cool games like *SA* and *Shadow Man*.
Rhian Short, North Shields
OK, we get the idea. There's no way we'd not play Dreamcast – there are just too many great games coming out. And we can't wait for PlayStation 2, either.

GAME OF TWO CARPS

I'd just like to say that I totally agree with Simon Harding in Issue 214. *FIFA '99* is a much better game than *ISS '98*. I've played both, and *FIFA '99* is definitely the best football game around at this time. So all those *ISS* fans should get their copy of the game, fill it with monkey cp, and stick it up their candy asses.**
Hitesh Mehta, Birmingham

IT GOES ON

***ISS Pro '98* is the best soccer game on the PlayStation, but I'm sick of people saying they don't like it because they can't play it and are used to just pressing circle and scoring every time in *FIFA*.**

Finally, do you think I should get *ISS Evolution* 'cos I have *ISS Pro: '98* already? I don't have much money and I hear there isn't a huge difference between *Evolution* and *ISS Pro '98*.
Conor Coughlan, Co. Waterford

We liked what we'd seen of *ISS Pro: Evolution* when we previewed it in issue 214. But be sure to check out our *FIFA 2000* review in this issue.

TOTALLY OFF ON ONE

I'm from the Stark Raving Mental Ways Of Playing Games Society. I'm protesting against games companies which think we're all going to sit on our butts and twiddle our thumbs while we play.

We need wacky ways of making a game more fun. Like tying a player by his ankles and hanging him from the ceiling while playing *Resident Evil 2*. While playing upside down, tickle his feet with a feather. That's fun.
Richard Read, Cheshire
Er, right. If the game's so bad, and you need to do that to make it more fun, then the developers should be hung upside down, etc. But since *Resident Evil 2*'s a class act, we would only recommend such antics for serious Leon Kennedys desperate to extend the game's replay value. Just don't come whining to us if you break your neck.

CHEATS ARE EVIL

Why don't you stop giving cheats away in your magazine? I would personally like to rip the heart out of whoever came up with the idea of cheats. That's, of course, if they've got a heart. Cheats are evil. They take the feeling out of completing games. Anyway, only hopeless losers use cheats. Please help me in my campaign against cheats. If cheats were completely banned, we could live in a world of gaming harmony and equal opportunities.
Matthew 'Chewy' Tinnion, Newcastle
Of course we'll help you tackle cheating, Chewy. Close your eyes whenever you turn the page to our evil Easy Money section. It means you'll never know who's getting all our lovely free lolly, but then you wouldn't be interested in the wages of sin would you?

MEN IN WHITE

Having owned an N64 for two years, I have to comment on the price of games. I have to pay up to £50 for a top title while PlayStation owners get away with paying £19.99. Nintendo's answer to this problem is the Players Choice range of games (*Mario Kart, F1 World Grand Prix*) for a bargain £29.99! When I saw this, I laughed so much I thought the men in white coats would come and drag me away. £29.99 is still too pricey for a bundle of second-rate titles. Why not lower the price to £19.99 so they would be in direct competition with the Platinum range? Then we could see which console offers more.
Daniel Camel, Liverpool
The Players Choice range seems to essentially just feature Nintendo's own games. There are some decent titles included but watch out for more – and who knows, *Zelda: Ocarina Of Time* might be in there this Christmas.

ECHIDNA – BLESS YOU!

I was looking through Encarta '97 and I found out what an Echidna is (of Knuckles fame). Echidna is also called spiny anteater, common name for a type of egg-laying mammal. But how come it doesn't fly, punch enemies, climb walls or have red fur?
Daniel Mc Farline, Omagh
Yeah, but what about Earthworm Jim? How come slippery little common garden earthworms don't have hands for carrying weapons, eh? I give up...

WHO WROTE TO MAILBAG THIS MONTH

PJ Russell, Herts; Julian Stevens, Mansfield; Harley Almond, Northampton; Shane Braisdell, Astley; Tom Tromans, Dudley; Peter Lowes, Doncaster; Simon Foster, Bishop Stortford; Brain Boy, London; Mat Palmer, Birmingham; James Borley, Bristol; Dan Murphy, Bromborough; Joseph Race, Duns; Richard Lewis; Craig Bird, Guildford; Ying-kit Ma 'Panhead', Manchester;Tim George, Chesham; William Beal, Norfolk; Alan North, Darlington; Daniel Simmonds, Northampton; Jason Sharples, Swinton; Christopher Nelson, York; Pierre Gaugain, Faversham; Sean O'Neill, Enniscorthy; Glenn Entwhistle, Blackburn; Abs, London; Alasdair Dawson, Sherborne; Ross Doherty, Lucan; Rohan Young, London; Deen Lim, Epsom; Hayley Riding, Blackburn; John Beltran, Copenhagen, Denmark; Matthew Deane, Southampton; Jonathan Teoh, Willseden; Liam Butcher, Bordon;Adam May, York; Peter McCalla, London; Adam Williams, Surrey; Thomas Conlan, Tulla, Co Clare; Simon Hill; Martin Campbell, Glasgow; J Wardlow; Carl Wood, Barnsley; A Miller, Cumbria; Luke Howarth and Mark Hall, Rochdale; Kevin Olding, Dorset; Wayne O'Leary, Birmingham; Janet Shaw, Stoke-on-Trent; Nick Harkness, Southport; Daniel Span, Ryde; Jack F O'Neill, Farington; D Kilbourne, Lancs; James Walford, Beckenham; Dillon, London; Richard Stacey, London; Alan fielding; Richard Foames, Colwyn Bay; Ashley Henley-Smith, Mold; Simon On, Essex; Gareth Bromley, Stoke-on-Trent.

"FIFA '99 is definitely the best football game around"

Hitesh Mehta, Birmingham

COME WITH SPYRO TO A MAGICAL, ENCHANTED KINGDOM.....

ND SET FIRE TO IT.

SPYRO'S BACK, AND THIS TIME HE'S READY TO SHOW US WHAT BEING A REAL HERO IS ALL ABOUT. HE'S BETTER EQUIPPED TO DO IT TOO, WITH NEW MOVES, NEW SKILLS, AND A PAIR OF BRAND SPANKING NEW WINGS. ALL THE BETTER TO GET HIM THROUGH HIS HUGE NEW GAME. SO WHAT ARE YOU WAITING FOR? LET'S GET BURNING.

△○×□

www.playstation.co.uk/spyro2

DO NOT UNDERESTIMATE
THE POWER OF PLAYSTATION

PlayStation

INSOMNIAC GAMES

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WHAT'S IMPORTANT

The Computer and Video Games five-star award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game regardless of format or who has made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video GAMES ★★★★★

Any game that earns the five-star award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

84 JET FORCE GEMINI
Star Wars-style mayhem

86 QUAKE 2
On PS. So good, we swallowed our words

88 GRAND THEFT AUTO 2
Controversial cop-killing chaos

96 ROGUE SPEAR
One in the eye for the terrorists

Take *Resident Evil*, remove the zombies and replace with dinosaurs. That's the simple recipe for *Dino Crisis*, and luckily it comes from the creators of *Resident Evil*, so there won't be a lengthy court case to sit through before we get to play the game.

A remote island full of dinosaurs is eerily similar to the zombie-populated Racoon County, with puzzles to solve, items to collect and plenty of cannon fodder to deal with. But *Dino Crisis* has a few more tricks up its sleeve.

DINO CRISIS

Jurassic Park meets *Resident Evil* – will your nerves be able to handle the suspense?

WORDS: ALEX HUHTALA **SCREENSHOTS:** VARIOUS

THE CREAKY PLOT

Dino Crisis is set on a remote island, where a mysterious scientist has been experimenting. Communication with the island is lost, so a crack team is dispatched to get to the root of the problem.

You thought the mutations in *Resident Evil* were tough to kill, wait until you go one-on-one with a giant T-Rex. Or you could just leg it!

You play Regina, the female member of the team. She's cool and level-headed, and doesn't scream in situations like this – but you will

PlayStation

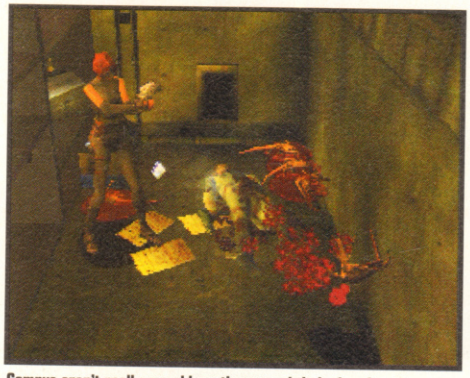
COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/ MEMORY CARD**

INSTANT PLAYER GUIDE TURN OVER TO FIND OUT

GAME THAT TIMEFORGOT

Dinosaurs are intelligent, zombies aren't. Dinosaurs can open doors, chase you through rooms and run faster than you. Velociraptors are about the same height as Regina, but a lot tougher. They take more shots to kill than a zombie. As for the big ones – forget it. The best you'll manage is to run past them.



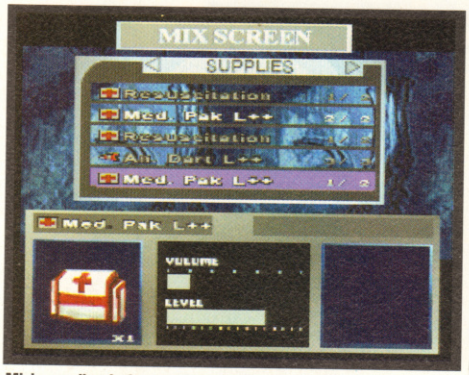
Compys aren't really a problem; they spend their time feasting on dead flesh. You can stand back and pick them off at a safe distance

Velociraptors are quick. They can also jump across rooms in the time it takes you to turn around, so be extremely careful

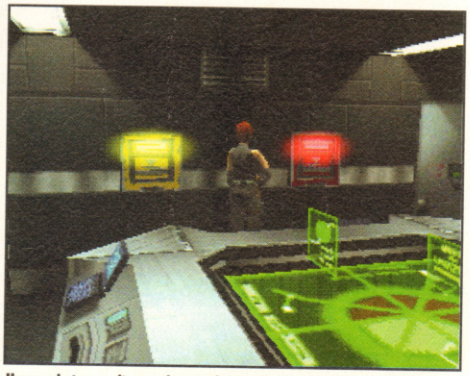
The T-Rex can kill you with a single bite, so it's best to cower in the corner until he has cooled off a bit and backs away

STIR ITUP

Equipment is in short supply, ammo is scarce and heavy-duty weapons scarcer. To survive, Regina will have to make best use of the items available to her and, in classic Blue Peter fashion, see what she can rustle-up with what's lying around. One way of doing this is by mixing objects, which is good for increasing the power of tranquillisers and health packs. Just don't mix the two up.



Mixing medipacks increases the healing power. But they won't stop Regina bleeding; you'll need to use a Hemostat for that



Her pockets aren't exactly massive, so Regina will need to make use of storage pods. She needs to find plugs to access them, though

If you see a map on your travels, make sure you have a look at it. This records the data, so if you don't do this you won't get the info

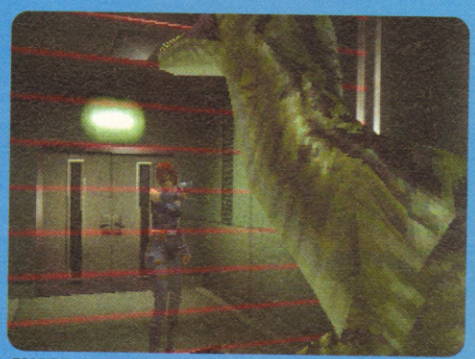
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE

CLEVER GIRL!

We got into trouble with you lot when we gave away the secrets of *Resident Evil 2* too early, so we'll be careful with the information here. If you're still stuck, check back in a few issues time

PICK A POCKET OR TWO
They may look a mess but it's in your best interest to inspect any dead body you come across, however mutilated

HIDDEN LETTER
If you collect a DDK disc key and can't solve the word puzzle, the first letter you're looking for is included in the name of the key

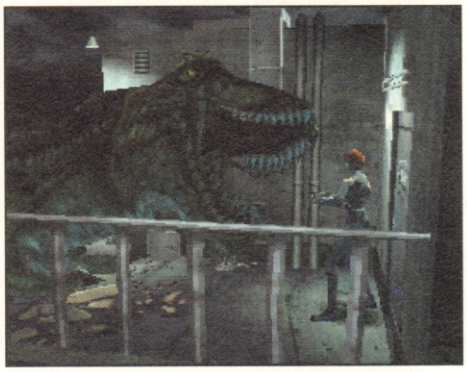


CHASE ME
A good way of saving needless bullets is to lure stray dinosaurs into areas protected by laser fences, providing you don't need to return

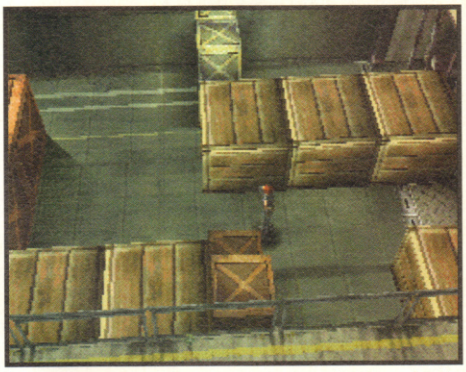
GET THE DECORATORS IN

Unlike *Resident Evil*, *Dino Crisis* doesn't rely on pre-rendered backgrounds that take ages to load and restrict gameplay. Every object is now made of polygons, allowing Regina to interact with the background. The camera isn't restricted to a fixed position, allowing for some dramatic moments.

The camera moves along to allow for a more dramatic view of the T-Rex, but don't stop to admire the view because he wants flesh



Not even a brick wall guarantees safety, as the T-Rex headbutts his way into trouble. Now would be a good time to check your pants



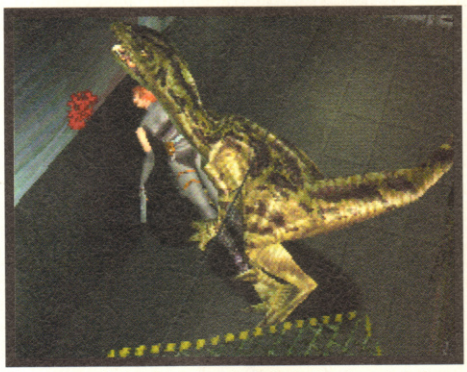
***Resident Evil* was restrictive when it came to moving objects, but in *Dino Crisis* a lot of the puzzles involve moving big items around**

BUST-A-MOVE

In case you haven't seen Jurassic Park, the current Hollywood thinking is that, while zombies in movies are slow, Velociraptors and most of their other dino chums are lightning fast. This makes *Dino Crisis* a tough game in which to dispatch enemies. Which is why Regina has some moves that Chris Redfield and his gang could only dream of.

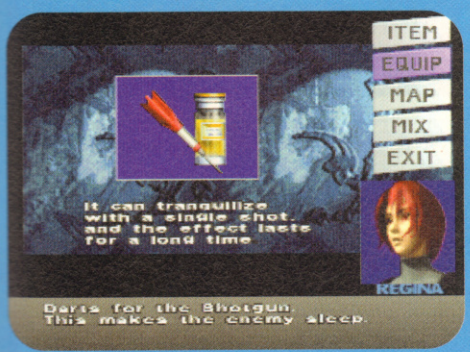
Regina can run around while still holding her weapon, something that the *Resident Evil* gang weren't able to do

There's also a 180° turn – useful if you're trapped by a dino and want to leg it. Without it, you would waste valuable seconds



If you get caught in a dino's jaws, bash the buttons to wriggle free. If you get an Action message at the bottom of the screen, bash again

INSTANT PLAYER GUIDE



BACARDI BREEZER

When mixing tranquillisers, don't bother with just two doses; go for more, otherwise the dino will only be dazed for a few seconds

WHAT WE THOUGHT

IT'S QUIET

Rather than another retread down the zombie-littered streets of Racoon County, *Dino Crisis* feels like a different game with familiar elements. A mixture of puzzles and action with a tight story – all ingredients that made *Resident Evil* so great, but now with dinosaurs. It's not original, but it's not bad, either.

TOO QUIET

Just like the *Resident Evil* zombies were influenced by George Romero movies, *Dino Crisis* is heavily influenced by Jurassic Park. The Velociraptors are just as vicious here as they were in that film, and the supporting cast of various other creatures is just as impressive. Sound effects make the game more terrifying but, while there are a couple of jump-out-of-your-seat moments, it's not as gruesome as *Resident Evil*.

TOUGHER THAN DINO LEATHER

There's plenty to come back to. It's a challenging game where you'll need to stay on your toes to survive, but where demand outweighs the supply of ammo and health packs. Add different endings and a couple of extra secrets, and you've got a game that will take a bit of effort to beat.

THE VERDICT

You've seen it all before, but when it's done this well few will complain. The dinosaurs are incredible and make the *Jurassic Park* games look pathetic in comparison. It looks like Capcom could have another survival horror hit-series on their bloody hands.

★★★★★

IF YOU LIKE THIS TRY THESE...

Resident Evil 1, 2, Nemesis (PS)
Resident Evil: Code Veronica (DC)

PlayStation

COST: £34.99
OUT: NOW

MULTIPLAYER: 2-4
COMPATIBLE: JOYPAD/ MEMORY CARD

Don't stick around once you've killed enough rats, head for the nearest exit

It's raining, and cats hate getting wet. Kill all the rats and get back in the house

RAT ATTACK

It's a cat's life? Not in this original puzzler

WORDS & SCREENSHOTS: DEAN SCOTT

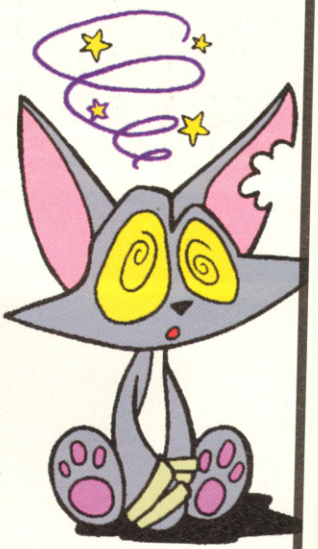
WHAT YOU NEED TO KNOW

Rat Attack obeys every puzzle game convention. It's easy to pick up, the controls are simple, and the objective is always clear – kill all the rats on the level before they chew up all the furniture. To kill 'em, you form a magical laser circle on the ground to trap the creature, before leaping on to a handy switch launching them to their doom. If any rats get to you, you'll take a hit, and those you've stunned with your loop will be released. The key then is balancing your capturing with your killing, taking regular pauses to jump on the rat death switch.

UNFUR ODDS

It's rarely as simple as cats versus rats, though. The neighbourhood dogs will try to munch on your feline bones, and there are a host of fire-spitting appliances and loose lawnmowers that will fry or chop you up if you're not on the ball. Mutant rats also appear, giving you a bit of a scare. Once you've killed your quota of rats, you can exit. Nasty bosses crop up from time to time, and a multiplayer mode rounds off the package.

Trap a rat by drawing a loop around him – he won't get very far



Jump on the Eraticator switch and the rats have had it

WORTH PLAYING?

While the graphics of *Rat Attack* are pleasant enough, the chirpy soundtrack will grate on your nerves quite quickly. The one-player mode is enjoyable, and certainly original, but the multiplayer game lets the side down because it just doesn't have much competitive atmosphere. Do you really care if your mate has killed more rats than you have? Probably not. A lot of effort has gone into the character design, but the game never quite grips you.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
Devil Dice, Intelligence Cube, Bust A Move, Puchi Carat

It's a shame you can't punch other riders

Slide into the corners and you'll go faster

PlayStation

COST: £34.99
OUT: NOW

MULTIPLAYER: 1-2 PLAYERS
COMPATIBLE: JOYPAD/DUAL SHOCK/MEMORY CARD

CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

Go fast, get muddy. You know you want to

WORDS & SCREENSHOTS: DEAN SCOTT

WHAT YOU NEED TO KNOW
It's a racing game which asks you to climb on to a motorbike, leap into the sky, and get dirty – literally. We're talking totally caked in mud. These days, you take a championship mode and a two-player option for granted, so it's a good job the game plays superbly.

FEELS JUST RIGHT
The sensation of thrashing a motorbike over a bumpy track is recreated brilliantly, and you get a real feeling of control as the bikes slide into the corners. Each track features a series of ramps to send you soaring through the air, and the height and length of your jumps are recorded so you're always looking to go higher and farther.

MUDDY EXHIBITIONIST
The 125cc class is quite a tepid ride compared with the frantic 250cc bikes, and the 500cc machines are frighteningly quick. For those who love to show off, you can also pull off a series of wicked tricks when the bike is airborne or hurtling along the track. Winning races against the computer riders will take time and practice, and you'll need to tweak your bike set-up between races to stay competitive.

Various camera angles are selectable for you to get a better look at your stunts. Show off those killer wheelies in style

WORTH PLAYING?
As a racing game it lacks the depth of *Gran Turismo* or *Ridge Racer Type 4*, but motorcross hasn't been done on this format before. If you like the sport enough to know who Ricky Carmichael is, then it's a must. Otherwise, it's a fine game offering a different experience.

Hit the jumps hard and soar like an eagle

computer and video GAMES

★★★★

IF YOU LIKE THIS TRY THESE...
Wave Race (N64), *Motocross Madness* (PC), *Motor Racer 2* (PS)

LONG TERM TESTS

DRIVER

FORMAT: PLAYSTATION
COST: £44.99
MULTIPLAYER: NO
COMPATIBLE WITH: MEMORY CARD, DUAL SHOCK PAD

Seventies TV was never this good

A GAME ALL ABOUT CHAUFFEURS?
Don't be daft. Think 1970s, daddy-o. It's the driving game for anyone who has ever watched cop-car chases in Starsky and Hutch and decided 'I want some of that'. With over a million sales of *Driver* worldwide, we're talking a lot of car and trouser skids. The joy of thrashing a car around city streets before even playing the missions is enough to see you through the first couple of days. *Driver* is such a unique experience that it'll grab you by the gearstick and dominate your playing time for weeks.

STILL BURNING RUBBER?
A couple of months later and I'm still putting in the late nights, crashing through the various stages, smashing up restaurants and chasing after that darn monorail. I can also show you some of the finest car-chase footage seen outside Hollywood.

NO PEDESTRIAN ROADKILL
The only problem with the game is that sooner or later you've got to accept that, however many times you try, you are never going to mow down a pedestrian. Just like on telly, they always manage to dodge out the way. But, in spite of this, you'll never regret getting hold of *Driver*. To me, it's one of the best games PlayStation has to offer.

CRAIG DUNCAN, CORBY

JIMMY WHITE'S 2 CUEBALL

WORDS & SCREENSHOTS: ALEX HUHTALA

All the fun of pool without the bar fight

Dreamcast

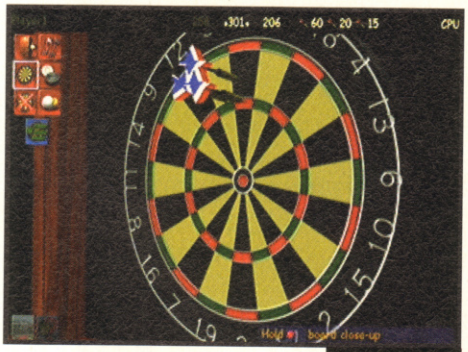
COST: £39.99
OUT: NOW

MULTIPLAYER: 1-2
COMPATIBLE: JOYPAD/ MEMORY CARD

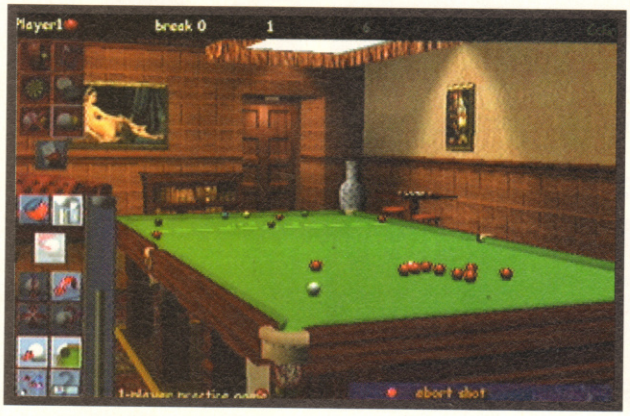
WHAT YOU NEED TO KNOW
If you don't own a country mansion or your own pub, then chances are you don't own a snooker or pool table. So what you need is a game like this, where not only do you get the snooker and pool table, but a dart board, jukebox and lots more too. *Cueball* is an accurate simulation of both sports, with an assortment of different rules and even trick shots.

CORNER POCKET
The game is quite technical. You have to understand your angles, trajectory and lots of other mathematical things before you start getting the balls anywhere near the pockets. Beginners can ask the computer for help, allowing you to line up the balls perfectly. Once you become proficient, you'll want to add spin, nominating balls and pockets and playing like Jimmy White himself.

WORTH PLAYING?
As snooker games go, this is the best you'll find. Like a golf game, but slower and with more options, *Cueball* will have you tearing out your hair as you miss endless shots while weaker computer players clean up, but stick with it and you'll learn the skills and tricks needed to stay ahead.



What a sport! The more you drink, the better you get. Fantastic



Make sure you don't rub up against the cactus when you take your shot

computer and video GAMES ★★★

IF YOU LIKE THIS TRY THIS...
Going down the pub

SINISTAR UNLEASHED

Face off against the *Sinistar* for some serious action

WORDS & SCREENSHOTS: DEAN SCOTT

PC CD ROM

COST: £24.99
OUT: NOW

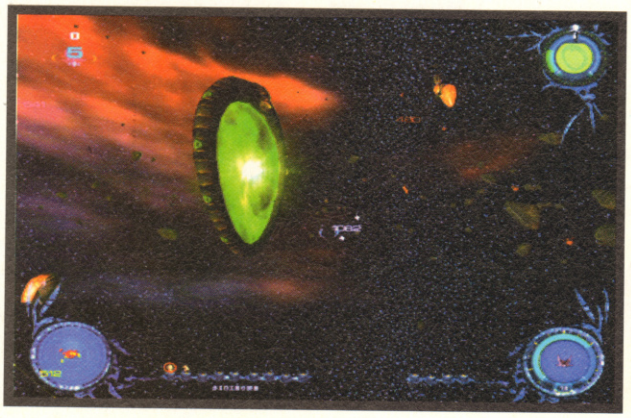
MULTIPLAYER: NO
COMPATIBLE: JOYPAD/KEYS/ JOYSTICK/ MOUSE

WHAT YOU NEED TO KNOW
Videogames tend to age better than people. Old people shrivel up and fall apart, but old games can be brought bang up to date with some shiny 3D graphics. The original *Sinistar* was released in 1982, and the new version shares its gameplay: mine loads of asteroids floating about in space to give you the firepower needed to defeat the end of level boss.

SINISTAR INTENTIONS?
The awesome graphics give a good feeling of flying, and the end of level sinistars are frightening. We're in arcade territory, which means you can start blasting away without needing a degree in Astro Physics.

WORTH PLAYING?
The gameplay has changed little from the original. As a pure arcade game, *Sinistar* is a blast, but if you're looking for lasting appeal, don't bother. Aside from the prospect of a bigger, scarier bosses, there isn't much to keep you playing.

This sinistar is actually a really nice person when he's not killing people



This is the original Sinistar from 1982. Looks slightly crap doesn't it?

computer and video GAMES ★★★

IF YOU LIKE THIS TRY THESE...
Starfox 64 (N64), *Colony Wars 2* (PS), *X-Wing Alliance* (PC)

The businessmen are winning. You need to bring on a substitute.

Whatever football game you've got, replace it with

THIS IS FOOTBALL and make the beautiful game beautiful again.

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SONY COMPUTER ENTERTAINMENT | PlayStation | FIFPro | THIS IS FOOTBALL

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PlayStation

COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-4**
COMPATIBLE: **STEERING WHEEL/DUAL SHOCK PAD/ JOYPAD/ MEMORY CARD**

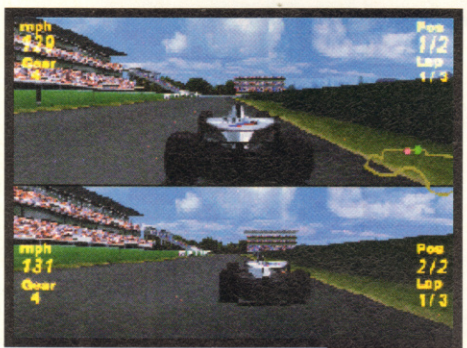
The replay mode lets you view your finest moments from some striking angles

Learn the circuit with a practice lap – it will ensure a better performance

With the F1 season over, this is the fans' chance to rewrite history

WORDS & SCREENSHOTS: DEAN SCOTT

F1 '99


Two players, but no other cars. Disappointing and unexciting

This is grass – you'll be seeing a lot more of it if you drive like a nutcase

WHAT YOU NEED TO KNOW

The latest in a long line of annual F1 games hopes to regain pole position in a crowded market. The previous games in the series had dropped off the pace slightly, and this one features the statistical detail you've come to expect. Murray Walker and Martin Brundle lend their vocal talents, too.

LOOKS THE PART

The graphics in the new game are very tidy indeed. The cars are superbly modelled and come decked out in their 1999 liveries, without all the naff cigarette advertising. The tracks, too, are superbly rendered, with Monaco looking particularly sexy. Realistic weather effects round off a visual treat.

FORMULA FLAW

The great graphics can lack definition, so a corner sometimes catches you unawares. Gamers often wish they could drive off down side streets in racing games instead of sticking to the designated circuit. One game where you don't want this is in an F1 game, but you are given the opportunity to make wrong turns down a dead end.

IT'S THE REAL THING

Gameplay-wise, you can choose between an arcade-type game or more of a simulation. In Quick Race you can get straight out there, but the cars refuse to brake and turn at the same time. Simulation mode is trickier, and beginners can specify brake and steering assistance to get them through the twisty bits unscathed. True F1 fans can spend a day practising, qualifying and racing a full Grand Prix.

WHAT WE THOUGHT

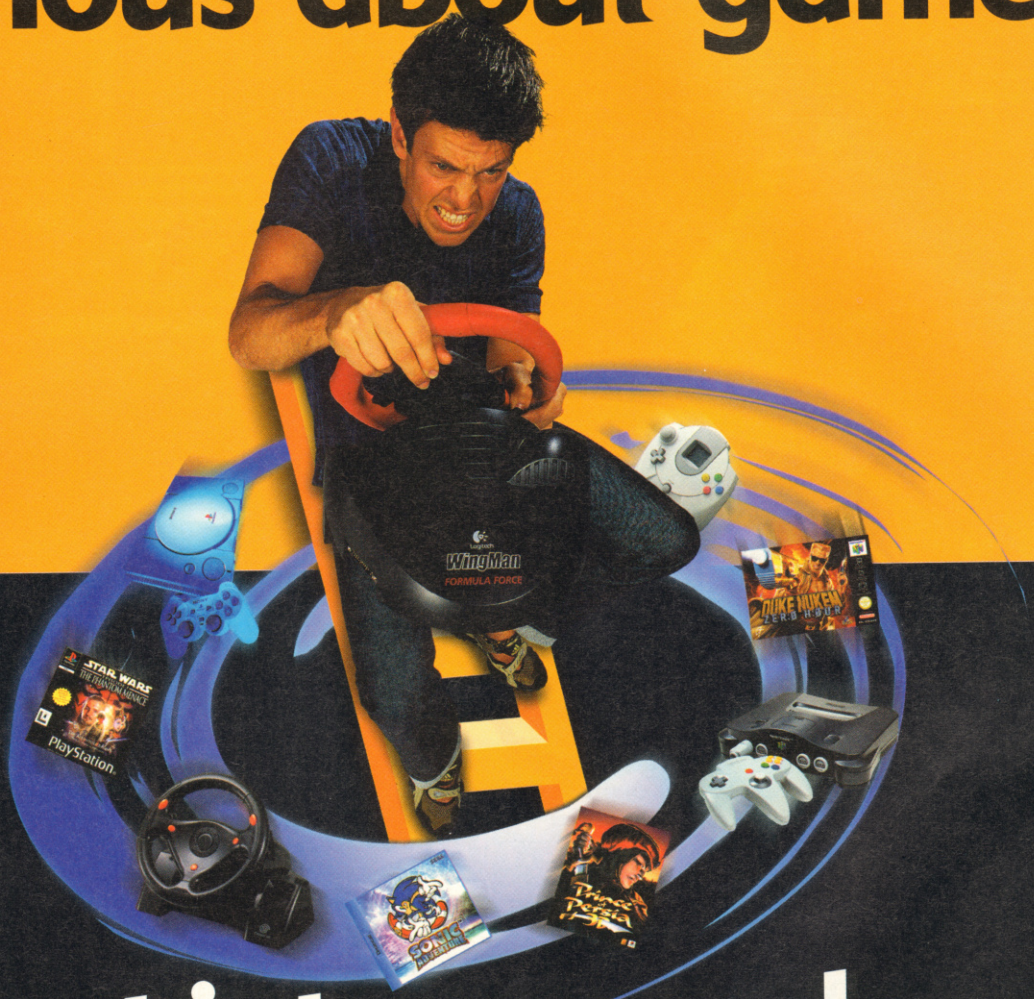
Though technically impressive, F1 '99 falls flat on that crucial fun factor. Hardcore F1 fans will be in heaven with the sheer realism of it all, but F1 cars don't handle with the same gusto as those in Rage Racer and Gran Turismo. The multiplayer mode doesn't have any computer-controlled cars on the track, which is a major disappointment.

computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
F1 Grand Prix 2, F1 World Grand Prix 2, Official F1 Racing

mad about life serious about games



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COMPATIBLE: KEYBOARD/ MOUSE/ JOYSTICK

DRAKAN
ORDER OF THE FLAME

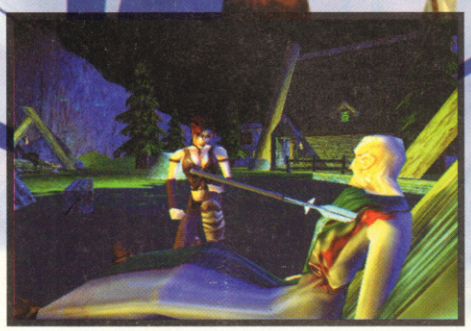
WORDS & SCREENSHOTS: MAURA SUTTON

Soar the skies on the back of a fiery dragon and rid the world of evil

An unholy darkness has fallen over the land of Drakan. Where once dragons and humans bonded together for life and lived in harmony under the care of the Order of the Flame, the tranquillity has been shattered by the rising of the Dark Union. You don't need to be a genius to work out this is a roleplaying game, but a quick look at the photos tells you this is different from the standard 2D sword-slashing fare. The third-person perspective, the shapely pony-tailed young heroine adventuring against the odds, it sounds like someone we know so well...

RYNN'S QUEST

Drakan revolves around the adventures of Rynn, a young warrior girl who returns home to her village one day to find it burnt to the ground by Orcs. She fears that her beloved brother Delon has been slaughtered along with the other villagers.



Delon has been seized by a monster army. The dying priest sends her on a quest to find the dragon Arokh who will help her fight them

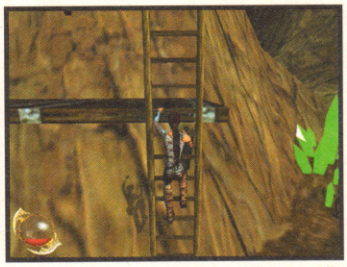
After finding Arokh's Soul Crystal, Rynn goes into Arokh's lair to beg for help. Arokh agrees and they're bonded for eternity

Rynn and Arokh are now inseparable. The intense bonding ritual means that if Rynn is killed, Arokh, the ancient dragon, also dies

LARAWHO?

Rynn is a cool wise-cracking heroine who doesn't mind getting her hands bloody or lopping off a few Wartok limbs. She's a fierce warrior with a brave heart, but she also knows the value of stealth.

Hmm, a beautiful young girl solving a puzzle in a tomb. Does this remind you of somebody?



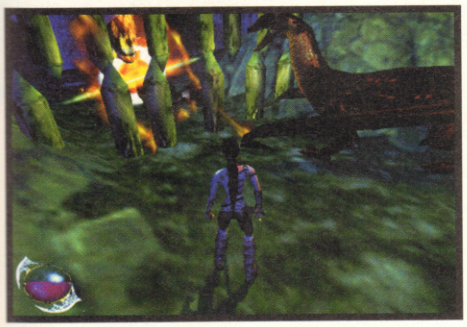
Rynn has total freedom of movement. She runs, rolls and climbs ladders, which is handy in the mines

Lighting effects produce ripples when Rynn swims. She swims past a dead Crow Dragon in Wartok Canyon

When fighting, you can either look at the enemy and live, or stare at Rynn's bottom and die

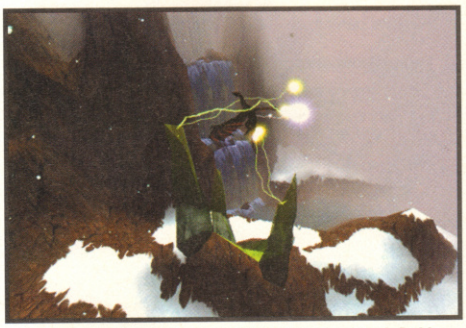
DRAGONATTACK

Arokh may be a lovely cuddly dragon, but if Rynn is in danger, he can get quite nasty. This makes for some truly spectacular gameplay, whether it's mid-air dragon battles or a little bit of scorch action on the ground.



If Rynn is being chased by an enemy, she can lure the poor beast towards Arokh, who will fry him after warning Rynn to step aside

Vital areas in the game are guarded by hard-to-kill enemy dragons. So Arokh has to swoop out of their way while firing off his own fireballs



Defeated enemy dragons leave behind an essence crystal. And by 'bonding' with this crystal, Arokh gains new breath attacks

YOURWEAPONS

As with any decent adventure game, Rynn has a big selection of weapons to find on her travels. Each weapon depletes with use and is thrown away when empty. But certain weapons carry more hit points than others and some are slower to wield.

The sword is Rynn's weapon of choice. She wields a huge array of steel, including the lethal two-handed sword, which lops off Wartoks' heads

Rynn also uses magic crystals to damage enemies. Here, she creates a wall of fire with the Flame Crystal to deal with multiple enemies

There are hidden coloured potions: red and blue restore Rynn's health; yellow make her invisible. This Wartok's about to feel her invisible sword

WHAT WE THOUGHT

RYNN OR LARA?
It would be too easy to dismiss *Drakan* as *Tomb Raider* with wings. There are similarities but, overall, *Drakan* is a more satisfying experience. The control method is so much easier and *Drakan* is also more gory. In a head-to-head fight, Rynn would shred Lara.

ME AND MY DRAGON
One of the best things about *Drakan* is flying across lush landscapes on the back of your own dragon. Arokh's freedom of movement and ease of control are simply amazing. Swoop, spin and hover with a click of a mouse and prod of a key.

IF ANYTHING CAN, *DRAKAN* CAN
Drakan should appeal to almost everyone. It may revolve around magic and demons and dragons, but the slash 'em-up violence is every bit as in your face as *Quake*. The potential for multiplay appeal is vast, while in single-player mode it's an incredibly challenging and demanding game which will provide months of joy. This is definitely an essential purchase. Now if only Lara Croft would jump on a dragon in her next game, we could have a real fight on our hands.

computer and video GAMES

★★★★★

IF YOU LIKE THIS TRY THESE...
Tomb Raider 1-3, Zelda 64

PC CD ROM

COST: £34.99

OUT: NOW

MULTIPLAYER: NO

COMPATIBLE: JOYPAD/KEYS

WORDS & SCREENSHOTS: DEAN SCOTT

PRINCE OF PERSIA 3D

Get ready to swash those buckles all over again

Life just isn't fair. Anyone with a long video games memory will recall an ancient 2D platform adventure game called *Prince Of Persia*. Revolutionary in its time, it featured a healthy amount of adventuring, fighting and puzzle-solving. *Tomb Raider* seemed to borrow heavily from it, and the rest is history. How ironic then, that as *Prince Of Persia* finally gets the 3D treatment, it's going to be accused of copying *Tomb Raider*.

UNHAPPY COINCIDENCE

The Prince you control is not a whining four-foot pop midget, but a strapping young man with a taste for sword fights. Sadly, his sabre seems to be the only new thing he's brought along to the party, particularly since the rest of his repertoire you'll already be familiar with from the adventures of Lara Croft. Hmm.

When space is tight, get down on your hands and knees and wriggle in the mud, or just crawl

At times like this, when he's feeling really exposed, your Prince appreciates his deodorant

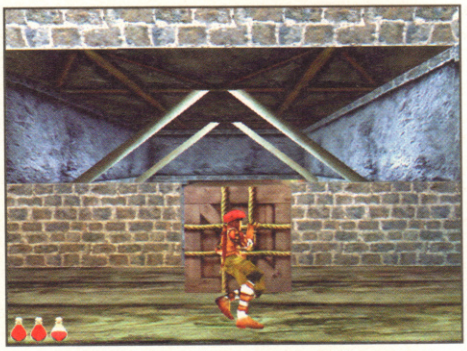
The very first puzzle requires you to push a hidden block to escape from a prison cell

The Prince swims like an Olympic athlete, but you can drown him if you're sadistic enough

TURNINGPOINT

The action doesn't really get going until the young Prince is armed with a sharp, steely sword. Then you can start carving up fat guards, instead of running away from them shrieking like a big girl's blouse. Getting the sword is super tricky, but you're rewarded with some fine slapstick comedy when you do.

Strange camera angle, but it tells you where the guard is standing. Pretty soon you'll be wielding his sword and slicing faces



Wonder what would happen if you were to push this conveniently-located block over the edge? There's only one way to find out...

SPLAT! Now you can scale down, pick up his sword and start picking on otherwise peaceful guards for a duel of a lifetime

TURKISHDELIGHT

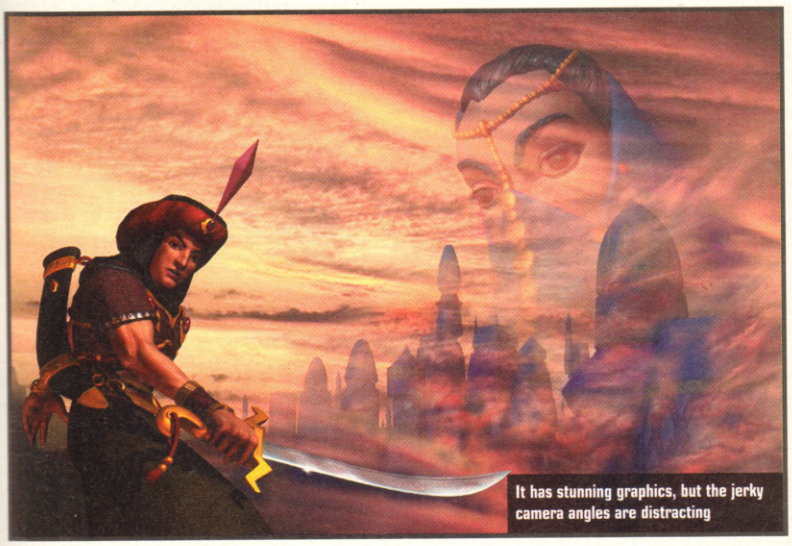
The first thing that'll hit you about *Prince Of Persia 3D* is the awesome graphics, which are heavy on the atmosphere. The dungeons are rendered superbly, with torches flickering and casting light on the crumbling walls. You'll need a pretty hefty PC to get it running at speed, but it's a fairly compelling argument for a good graphics card.

If you look carefully you'll see a head behind the stooping Prince. It's the Prince's head in fact, slashed off by those sharp blades

What would a dungeon be without a healthy selection of traps? Well, a lot safer for a start. Tip toe through these...

Look at that snappily-dressed guard. Why not stab his guts out with your trusty blade? Go on, thrash him where it hurts

"Tomb Raider *borrowed heavily from* POP 3D"



It has stunning graphics, but the jerky camera angles are distracting

WHAT WE THOUGHT

MISSED OPPORTUNITY

The biggest problem suffered by *POP 3D* is a lack of originality. It does a good job at emulating the gameplay of *Tomb Raider*, so if you're a Lara Croft fanatic you'll find a lot of fun here. But it doesn't innovate, which is a surprise since the original game broke the mould.

SAME OLD STORY

The control system suffers the same problems as *Tomb Raider*, being clunky and a nightmare where precision is required in a hurry. Simply grazing your Prince against a wall stops him, which isn't good when cutlass-wielding guards are chasing you. This is where it could have surpassed other games in the genre.

FINAL RECKONING

POP 3D is a fine game with stunning graphics, but the visuals aren't done any favours by a jerky viewpoint camera – which also makes the fights unnecessarily difficult. The grisly traps will absorb you, but otherwise you've seen this somewhere before.

computer and video GAMES

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IF YOU LIKE THIS TRY THESE...

Tomb Raider 1, 2 and *3* (PC, PS), *Soul Reaver* (PC, PS), *Legend of Zelda* (N64)

PlayStation

COST: £39.99
OUT: OCT

MULTIPLAYER: 1-4
COMPATIBLE: JOYPAD/ MEMORY CARD

WORDS AND SCREENSHOTS: ALEX HUHTALA

UEFA STRIKER

It's a festival of European football – at its finest

Another month and a host of new footie titles are vying for your attention. While you twiddle your thumbs in anticipation of the next *FIFA* game, or anxiously await the evolution of *ISS Pro*, there's another cool new game that you should be interested in. Borrowing elements from both *FIFA* and *ISS Pro* and adding a few new tricks of its own, *UEFA Striker* is a game that ought to become a huge hit with fans.

EUROVISION

The UEFA licence means the cream of European football are here. All the top clubs in the Champions League and UEFA cups are present, plus classic teams from past competitions. Not only that, but you can also play with the national teams. There's only one small detail missing: the team names – they're replaced by the names of each club's ground, instead.

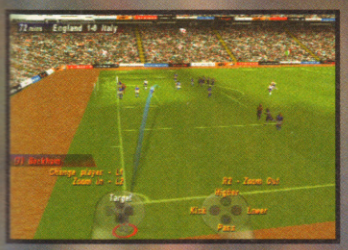
Kanu makes it 2-1 for Arsenal with a powerful strike that the PSV Eindhoven keeper has no chance of stopping

It's a pity about the poor tackling. Defenders like Jaap Stam will soon be racking up the cards from the ref. Quite lifelike, isn't he?

We haven't lost colour, it's a classic match from 1972 – one of the challenge matches that are famous encounters from the past

IT'S UP FOR GRABS NOW

Unlike other football games, the action in *UEFA Striker* happens in real-time. This doesn't mean you have to play 90-minute matches every time you want a kick about, but when a situation like a corner occurs, if you take it quickly then only your strikers will be in the box. Wait long enough and the defenders will arrive to give extra options. It's a small detail, but it adds a greater sense of realism.

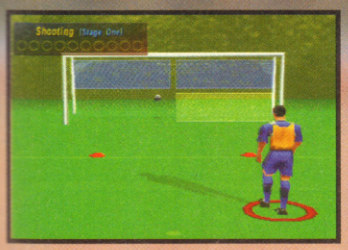


Corners can be delivered with pin-point accuracy. But should you wait for your defenders to arrive?

Another cool feature is found on the loading screen. See if you can correctly spot the ball

CAN YOU KICK IT

The Training Mode gives you time to learn the basics, such as passing, shooting and defending. More elaborate techniques like set pieces can be practiced, too. Each technique has 10-parts and you need to pass at least eight to get to the next part of the training – scoring a set amount of goals in limited time.



The first part of shooting is easy: aim between the orange markers in an empty net

Heading takes a bit more skill, especially as you must hit the goal without leaving the white zone

The training complex looks really authentic

Now try and score 10 goals before time runs out

WHAT WE THOUGHT

BARRY VENISON

A lot of *UEFA Striker*'s best moments are off the field, with features like custom teams, a player and kit editor. These elements wouldn't be much use, though, if the main game wasn't any good, but the gaming action is great.

BIG MATCH

The game uses a similar control system to *ISS*. One-touch passing, volleys and overhead kicks are all here. The most rewarding aspect is spotting players make intelligent runs, then picking them out with an accurate 50-yard pass. But the tackling is faulty – a sliding tackle often results in a booking, while the step-in tackle isn't accurate. If this was sorted out, *UEFA* could be one of the best footie games.

computer and video GAMES

★★★★

IF YOU LIKE THIS TRY THESE...

ISS Pro '98, Champions League, ISS Pro: Evolution (available: Jan 2000)

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Risen again as the Gods' King, Barbas quickly makes his presence known. His former henchmen fall one by one, and the gods of Crystania are next. Desperate for a means of escape, Ashram relies on Crystania. The sacred world must have one secret left. Can Crystania help Ashram provide "A New Beginning"?

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COMPATIBLE: JOYPAD/RUMBLE PAK

JET FORCE GEMINI

WORDS&SCREENSHOTS: DEAN SCOTT

The awesome new Star Wars game that has nothing to do with Star Wars

Close your eyes. Now imagine that dream Star Wars game. The one that lets you be Luke Skywalker who rescues people and picks off Storm Troopers with a laser. Well dream no more. *Jet Force Gemini* does such a stunning job of creating a Star Wars-style universe you may never need to watch the movie again.

MEET THE TEAM

These are the three warriors who will liberate the Tribals from the tyranny of Mizar. Juno has to rescue Vesa from a cell in the enemy base before you can play as her (sound like a sci-fi movie you know yet?), and rounding up the dog Lupus completes the *Jet Force Gemini* line-up.

This is Juno. He's a nimble chap and can walk across fire without taking hits. He boasts a tasty line in firepower too, so look out

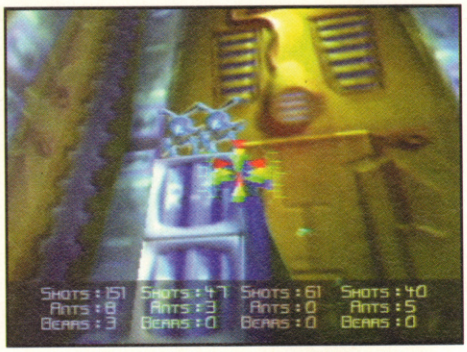
Vela can swim better than the other characters, though her petiteness makes her more vulnerable in battle

Lupus is one cool dog. As well as having a gun on his back, he can also hover – thanks to jet boosters in his paws

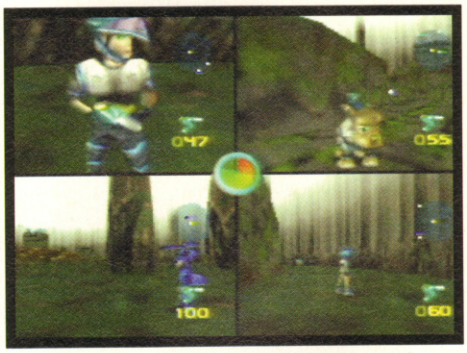
MULTIPLAYER MADNESS

Another reason to stick *JFG* right at the top of your wanted list is a series of multiplayer options, so you can get some mates involved. You can pit the characters against each other in a deathmatch, or have a *Virtua Cop*-style shooting match. Amazingly, there's also a racing game option.

In two-player battle mode, a friend can play the bug while you blast his insect ass all over the place



Blast away in Target mode, but take care not to kill any of the Tribals that pop up. Trickier than it sounds in the heat of battle



Four humans can compete in a battle royale. Ganging up on the insect is not in the rulebook, but essential nonetheless

FEATURES CREATURES

You'll come across a range of creatures on your quest; some need your help, some want to help you, and lots of them want to zap you into tiny bits. They're all quite cute, but don't be deceived by those cool-looking ants. You'll be happiest when slicing their heads off with a shuriken and picking it up as a trophy.

This is a Tribal. You need to save lots these guys, so no accidentally blasting his furry face off

Your character goes see-through in a battle. Now you can see more of the action and kill more bugs

Magnus, your guide, doesn't live on the swamp level, so any similarities to Yoda are coincidental...

A menacing baddy. Laser fire only tickles him, but a super-rocket should take that smile off his face

WHAT WE THOUGHT

HIGH EXPECTATIONS

Jet Force Gemini combines the feel of a Star Wars movie with some classic game-play references – the gunplay formula is pure *Goldeneye*, and adventurous meanderings are copyright of *Legend Of Zelda*. With such an immaculate set of reference points you've got every right to expect big things from this game.

DELIVERED WITH STYLE

The exciting adventuring is spiced up with frequent gun battles, facilitated by increasingly destructive weapon types. The levels are huge and look fantastic, with who-knows-what lurking around the next corner. The soundtrack is among the finest of any videogame, with atmospheric effects underscored by some fabulously rousing in-game music.

LIKE BEING IN A MOVIE

Everything about this game feels so right. Even the cut scenes are compelling, well presented and drive the plot forward. To gripe about this game would mean splitting hairs, and with so many baddies to kill I just haven't got the time. It really is just like Star Wars, and that's about the highest compliment possible.

computer and video GAMES

★★★★★

IF YOU LIKE THIS TRY THESE...

Half-Life (PC), *Legend Of Zelda* (N64) The Star Wars movies

PlayStation

COST: **£34.99**
OUT: **NOW**
MULTIPLAYER: **1-4**
COMPATIBLE: **DUAL SHOCK/ MEMORY CARD/ MOUSE**

QUAKE 2

You used to ask if *Quake 2* was possible on PlayStation – we said no. We were totally wrong...

WORDS AND SCREENSHOTS: PAUL DAVIES

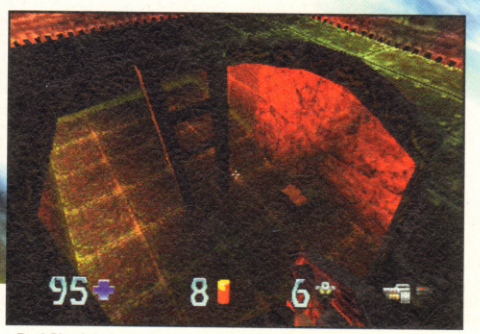
Is that a gun in your pocket or are you just pleased to see a game you never thought was coming? Friends, we give you the only game to make N64 *Goldeneye* a has-been. You will never think of your PlayStation in the same way again. From the moment you start playing, your PlayStation becomes your QuakeStation.

Remember PC guys spending a thousand quid or more just for the privilege of playing *Quake 2*? You only need £100 all in. Ha! What you're getting for your comparatively small investment is a near-as-damn-it spot-on conversion. There are minor differences – in the control and level design – but everything that makes *Quake 2* great is here. Let's get it on.

UNDER CONTROL

Control is everything in a first-person shooter. Players get fussy over the tiniest change in their mouse speed settings. *Quake 2* on PlayStation allows you to choose between standard controller, Dual Shock, or mouse.

If you've never played the PC version, you won't find it a problem to use the shoulder buttons. Use the D-pad, though, if it feels better



Dual Shock is best. Using one analogue stick to look around and moving with either the D-pad or the symbols

Mouse control ought to have been the best, but it's a bit clumsy since you have to use another pad at the same time

QUAKING WITH FEAR

If you're using Dual Shock to play *Q2* you're in for a bumpy ride. Some of the monsters are so large and heavy you can feel it through the controller. Explosions nearly rock the controller out of your hands, too.

Guards patrolling the detention centre step so heavily you can hear them before you see them

When the walls crash down there's such a big tremor that you almost run from your room. Well, almost

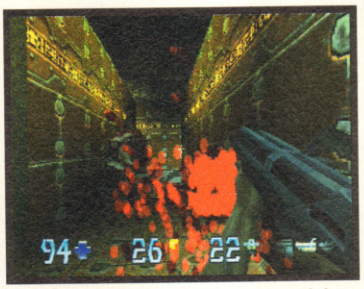
You can use Dual Shock if you're looking for health power-ups. Just don't head for places that rumble!

GIB-A-DI DOODAH

A big part of the *Quake* gag is the gratuitous gore. When you've downed an enemy, they don't always give up straight away. The only way to be sure they don't shoot back is to explode them into bloodied chunks.

These zombie soldiers fight till the last. You shot him down, but he'll take you out with his dying breath

You can run around the other side of these guys. But sometimes you just have to disintegrate them

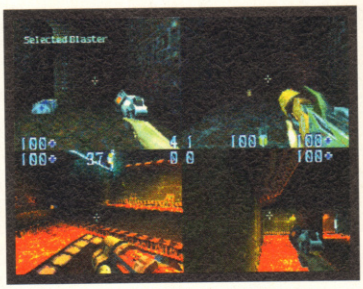


High calibre weapons used at close range explode enemies in an instant. Just make sure you stand back

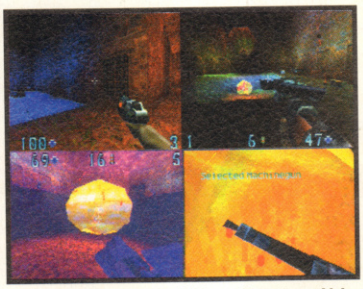
FANTASTIC FOUR

It wouldn't be *Q2* without awesome multiplayer. This is pint-sized awesome, since the levels are kind of dinky, but the design is still highly respectable. You can choose Deathmatch, Team Deathmatch, or straightforward Versus games.

Use the giant fan to blow you up to the higher level, where you can watch your three pals scurry in terror



See if you can drop someone in the molten lava while avoiding being dumped in the stuff yourself



All the cool weapons are hidden underwater, which makes you a sitting duck each time you go for one

WHAT WE THOUGHT

BLOWN AWAY

Quake 2 on PlayStation should not have been possible, which is why it's so amazing. It only takes half-an-hour to forget what machine you're playing on. The detail is way beyond what we expected, especially after the N64 version. And it runs so smoothly, too. Nothing will disappoint you.

ONE THING

Well, maybe just the one thing. Because PlayStation doesn't have a massive hard drive to store the levels, you have to put up with Now Loading messages every so often. The only time this becomes annoying is if you back away from a door and trigger the loading sequence again.

BYE BYE GOLDENEYE

For a long time the N64 has kept its head above water with *Goldeneye* – it's worth owning an N64 just to play its deathmatch games. Now PlayStation owners don't need to give that option a second thought. You're going to be playing *Quake 2* so much you won't have time to consider anything else. Now PlayStation has everything.

computer and video GAMES

★★★★★

IF YOU LIKE THIS TRY THESE...

Metal Gear Solid, Syphon Filter, Forsaken

LONG TERM TESTS

COMMAND & CONQUER: TIBERIAN SUN

FORMAT:	PC
COST	£34.99
MULTIPLAYER:	1-8
COMPATIBLE WITH:	MOUSE, JOYSTICK, KEYBOARD

Give the good guys a stiff Kaning

COMMAND AND CONQUER? SOUNDS FAMILIAR

The most recent of the famous Westwood series which goes back several years. Players build up armies and go into battle either as the good guys, GDI, or the forces of NOD under the evil Kane.

WHO SAYS HE'S EVIL?

Well, he wears a beret and he has a goatee, which, in a video game either means you're evil, or French. Or both. His favourite slogan is 'Kane Lives'. Understandable, really.

SO I GUESS IT'S SO MUCH BETTER THAN THE ORIGINAL?

Of course. Westwood has spent several years adding essential extras like waypoints, production lines, weather and environmental effects, and a great Net option.

LOADS OF NEW STUFF LIKE 3D THEN?

Erm, not really. They didn't get round to doing that. Some people think that a lot of the new futuristic units are a bit pants and the same old tactics can be used this time round. In multiplayer, the computer's armies never even bother to put walls around their bases. Damned irritating.

ARE YOU TRYING TO PUT ME OFF?

Not at all. The online option is great, as the single-player missions get a bit predictable and long-winded (not a winning combination). You can create an infinite number of battle maps, and with the game topping the charts for weeks, there's no shortage of little Hitlers who need thrashing. We've kept the tank engine running, Commander.

SIMON FINN, LONDON

PC CD ROM

COST: **£34.99**
OUT: **NOW**

MULTIPLAYER: **INTERNET**
COMPATIBLE: **KEYS/JOYPAD/ JOYSTICK**

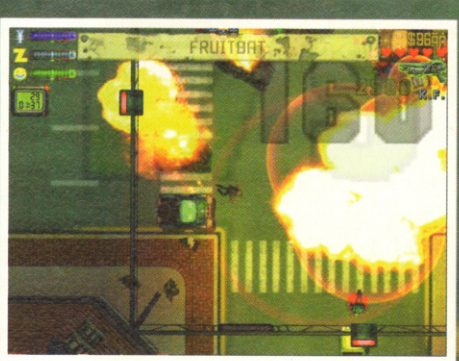
Cause moral outrage and have lots of fun in...

GRAND

EYECANDY Fans of the first game will gaze upon the shots on this screen with their mouth hanging open. The graphical overhaul makes for a fantastic-looking game, with flashing police sirens casting red and blue light on the walls. The explosions are so fantastic you can almost feel the heat through your monitor screen.

The cars in *GTA 2* take damage if you abuse them. The wings dent, the headlights smash and the car can eventually catch fire

New weapons include an amazing flame-thrower that sets objects and people alight with sick, but hilarious, effect



Furnish yourself with a rocket launcher and you'll start racking up big points with your spectacular kills

THEFT AUTO 2

WORDS & SCREENSHOTS: DEAN SCOTT

Prepare yourself for a tabloid uproar. The most socially irresponsible game in history is returning for a second crime spree, breaking all the taboos that the controversial first game failed to. *Grand Theft Auto 2* is a drug-dealing, cop-killing delight. There'll be speeches in Parliament about this one...

You get paid by the crime lords for doing their dirty deeds, and this time round there are seven rival gangs vying for your expertise. You'll have to earn their respect before they'll hire you, but blowing up their enemies should put you in their good books.

NEWIMPROVED

A lot of thought has gone into bringing new aspects into the *GTA* formula, with good results. The city in which you operate is alive and fully functional, with people going about their business. Fellow criminals also stalk the streets nicking cars and shooting people. That's just the tip of the iceberg, though...

The top new feature is Kill Frenzy, where collecting a token sends you on a gratuitous crime spree killing people for fun

Several bonus stages spice up the action. This one is a race, with bonus points awarded for mowing down pedestrians

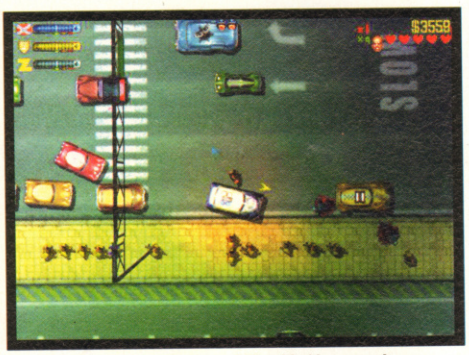
Perennial victims in the first game, the Krishnas return with an attitude. This time they fight back, so be careful

"Between you and a life of crime is the Old Bill"

BEAT THEHEAT

The big barrier between you and a nice life of crime is the Old Bill, and they'll be right on your tail if you start murdering civilians or driving like a nutter. The Filth come in different flavours as you cause more mayhem, including the FBI and even the army. *GTA 2* gives you a few options on how to deal with them.

Five grand will get your car a quick re-spray and throw the law right off your scent. Until you start being naughty again



If all else fails, kill the scumbags. Still, with this many witnesses you'd better steal that cop car and be off

If that fails too, turn to God. You can save the game in churches and take a break from the hectic action

WHAT WE THOUGHT

OLD BEFORE ITS TIME?

GTA 2 isn't the quantum leap from the first game you might have hoped. The graphics are stunning, but *Driver* proved that the logical next step for this type of game was full 3D. Given that *GTA 2* sticks to a formula that's starting to look dated, there's still a fine game in there.

NEVER A DULL MOMENT

The trademark humour of the original has been retained, and you'll love driving around causing trouble. The variety of missions will make you smirk continuously, be it delivering drugs to dealers on street corners to blowing up shops.

BE A MANIAC

It's a tough game, but it's superb fun – you don't even need to stick to the mission structure. The freedom is amazing – if you want to make a living as a hotdog vendor or a taxi driver, then go ahead. Killing people in real life is rude and anti-social – not to mention illegal and bad for the soul. Killing them in *GTA 2* is some of the finest entertainment to be had on a PC. You're a little psycho and you love it. Go buy. Next month we'll dish the dirt on the PlayStation version.

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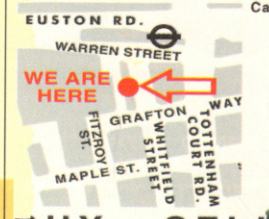

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***Pac Man* is 20 years old. Join the celebration**

PAC MAN WORLD

WORDS & SCREENSHOTS: ALEX HUHTALA

Pac Man is back to prove that he wasn't just a craze from yesteryear, but a bonafide gaming legend. He's got a new game to prove it too, which sees him and the rest of his extended Pac family back in their biggest adventure yet – one where Pac must visit different worlds in an effort to rescue his kidnapped friends. Best of all, there's plenty of pills to chomp on.

BACK IN THE DAY

The original *Pac Man* is a simple game to understand, where you play the little yellow guy who must race around mazes, eating little pills as he goes. Trying to stop his progress are four ghosts who patrol the mazes searching for our yellow friend. If they catch him, Pac loses a life. However, if he reaches a flashing dot – a Power Pill – the ghosts are vulnerable to Pac's attack and he can eat them. The effects of the Power Pill only last a short time when the roles are then reversed again.

1980

MODERN WORLD

The *Pac Man* update features all the elements that made the original great, but of course, now it's all in 3D with a few more twists added. Pac must now make his way around different themed zones while searching for his friends who are missing on Ghost Island. All the typical platform game levels are here, with pirates, ancient ruins and space all playing a part.

1999

Pac roams around Ghost Island searching for his friends who are trapped in levels. You access them by going through doors

Once in a level the action hots up, with plenty for Pac to worry about. Not only must he find his friends but avoid pitfalls, too

There are plenty of nasties to watch out for, not just the tradtional *Pac Man* ghosts but some new enemies like these space aliens

FRUITY DOOR

Pac still needs to collect fruit; this gives him a bonus point once he's completed a level. The fruit also acts as a key: certain doors are locked and to gain access Pac needs the corresponding fruit to the one displayed on the door. Switches that allow Pac to reach new areas or collect more points are usually hidden behind the locked doors.

This door is locked. You can unlock it if you have an apple; then the door will open and the secret behind is yours

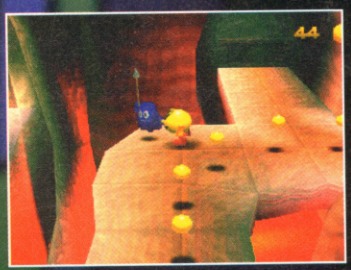
Some secrets include trails of dots. If Pac eats them they'll let him reach new areas by allowing him to fly

Collect enough fruit in a level and you can play this fruit machine when you've reached the end. It's very difficult to win, though

PAC'S FILLED OUT

Hidden in the levels are warp zones that take Pac to a place which seems more familiar – 3D mazes that bridge the gap between the original game and this update. Not only will Pac have to avoid the ghosts here, but also stay away from other pitfalls like falling rocks. Once you've found a secret maze you can replay it anytime from the main menu.

The new mazes include extra hazards like falling rocks and collapsing floors, so be careful



Those familiar yellow dots turn up in the main game too. Look out for ghosts as you eat

Pac takes a breather from the yellow dots; looks like he's found a nice strawberry instead

If there are ghosts around, make sure you make it to the Power Pill in time, then gobble them

WHAT WE THOUGHT

CELEBRATING A HERO

Pac Man World is a long-overdue update for one of the greatest game characters of all time. If you're a fan of his fantastic work, then you'll go all gooey-eyed when you play this game. It's essentially a celebration of a hero, rather than a stand-alone game. Players too young to remember pre-*Tekken* days, however, will think the sight of a portly yellow dot running around rather dated.

PAC-A-HOLICS ONLY

Pac Man World is a dated game, both in terms of graphics and concept. It may appeal to younger players who are used to cute characters and basic gameplay, but there are lots of games that are aimed at them already, so what chance does a 20-year-old dot have?

Pac Man World is like meeting an old friend and talking about cherished memories; we love him loads, but games have changed quite a bit in his long absence.

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CHOCOBO RACING

The yellow bird from *Final Fantasy* gets a starring role in a racing game

WORDS & SCREENSHOTS: IRENA POGARCIC

WHAT YOU NEED TO KNOW
Chocobo is the yellow bird you could capture and race in *Final Fantasy VII*, but now he's decided to take over and start racing on his own. Not much of a talker – his vocabulary consists of one word: "kwek" – but he still has a big and brave heart needed to race against black magicians and trolls alike.

STORY MODE
In the Story mode, Chocobo has to beat and then befriend a bunch of creatures around eight courses. Each creature has a special power – Chocobo can speed-dash, Thieving Troll can steal power-ups, and so on. Once Chocobo beats a creature, he can use their special power on the next course.

RELAY RACE/GRAND PRIX
Chocobo Racing has a couple of features that make it a unique racing game. Grand Prix mode lets you choose any four courses and any special power for your creature. The creature with most points scored wins. Relay mode lets you tailor your race even more. Choose any three creatures, give them each any special power, choose the course and the number of laps to be raced.

WORTH PLAYING?
There are some cool additions to normal racing games in *Chocobo Racing*. However, this game is two years old and it feels like it. Although some courses have tough corners and U-turns, which make them pretty tricky, *Chocobo Racing* is not a very fast-paced game and shouldn't prove too difficult to master.

Each creature has its own special power, which you can win

Not exactly fast-paced, but fun all the same

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WORDS & SCREENSHOTS: DEAN SCOTT

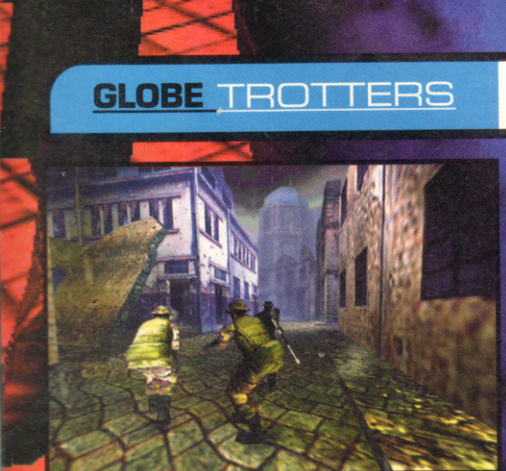
ROGUE SPEAR

Take on terrorists in the thinking person's shooter

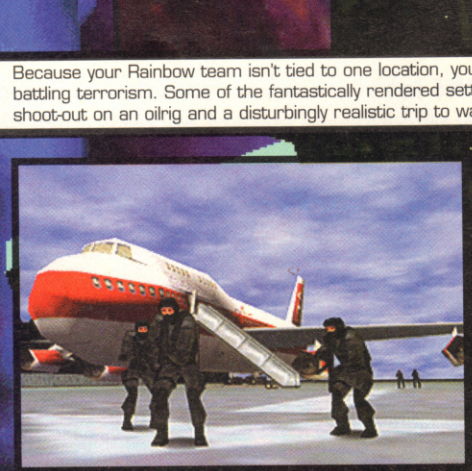
First-person blasters are a staple part of any PC gamer's diet, but *Rogue Spear* takes a different approach to most. Whereas *Quake*, *Unreal* and *Half-Life* are all about wading in and getting covered in guts, this game is all about stealth and planning. It's a completely different experience.

GLOBE TROTTERS

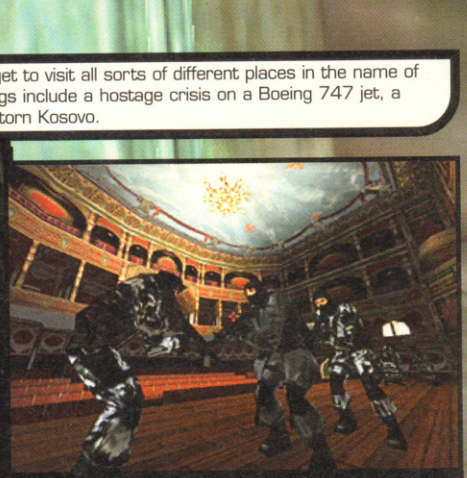
Because your Rainbow team isn't tied to one location, you get to visit all sorts of different places in the name of battling terrorism. Some of the fantastically rendered settings include a hostage crisis on a Boeing 747 jet, a shoot-out on an oilrig and a disturbingly realistic trip to war-torn Kosovo.



The Kosovo level is chillingly realistic. Buildings stand devastated by bombs, and there are plenty of hiding places for enemy snipers



The 747 level is brilliantly done, and fantastically original. Rooting out the hijackers and saving the passengers is a real buzz



Few real-life buildings can match the splendour of an opera house, and now you get to have a shoot-out inside one

LONE WOLF

Okay PC gamers, admit it. Whenever you see *Goldeneye* on the N64 you get a teensie bit jealous. Completing a level on *Rogue Spear* gives you the option to go back through it, *Goldeneye*-style, with just one operative. One shot still kills you, so it's a pretty stern test of your gaming prowess.

Just you against 30 terrorists in an art museum. The only objectives are to kill them and stay alive

Aha! Found one! A few rounds from your silent rifle will leave him with one hell of a headache

ARTIFICIAL INTELLIGENCE

One of the major criticisms of the first *Rainbow Six* game was the level of intelligence both of your own team and the enemies'. The bad guys are now crack shots and the frequency with which your own men bite the dust suggests they might need to go back to stealth school.

Tell your men where they should be going on the planning screen, and let them get on with it

Your boys will cap any terrorists they come across, so get into the action to rack up kills for yourself

WHAT WE THOUGHT

PLANNING IS EVERYTHING

If you like your blasters to be more cerebral, then *Rogue Spear* could be right up your street. You command the Rainbow team of crack anti-terrorist operatives – drawing up a mission plan, selecting your operatives, and equipping them. But there is an option to let HQ do all the brainy stuff.

SILENCE IS GOLDEN

Once in the action you've got to forget your *Quake* skills. Hurtling into the action will get you picked off by a sniper, or killed outright from a hidden terrorist. You've got to be careful – setting flash grenades before you go into a room and using silent weapons to kill without alerting other terrorists. The interface looks daunting at first, but it plays like other first-person shooters.

TEST OF PATIENCE

The atmosphere in the settings is immense, and the gameplay is very tense. But, it's so easy for your meticulously-planned mission to go pear-shaped, which is very frustrating. One dead hostage and you start again, such is the level of precision required.

ACQUIRED TASTE

Out and out blast fans will find *Rogue Spear* unforgiving, frustrating and probably not much fun. Those willing to put in the time will be rewarded with some fantastic settings, and an awesome sense of tension. It doesn't quite eclipse *Hidden & Dangerous* as the strategy shooter of choice, but it comes a close second.

computer and video games

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COMPATIBLE: JOYPAD/DUAL SHOCK/MEMORY CARD

Poor Spyro the dragon. Fed up with the rain and bleating sheep, he decides to go on holiday with his pal Sparx. They set off for Dragon Shores but meet a loony professor-type and his friends who want Spyro to help them fight the nasty Ripto. Not the most gripping of plots, but who cares when the gameplay's this good? Welcome back Spyro.

SPYRO 2
GATEWAY TO GLIMMER

WORDS & SCREENSHOTS: MAURA SUTTON

The PlayStation's platform hero makes a welcome return

FLYINGHIGH

All the best elements of the first game reappear in *Spyro 2*. The little dragon still collects gems to progress, accompanied by butterfly-munching Sparx. However, there are some cool new moves to go with Spyro's head-butting and flame attacks.

Spyro just loves flaming baddies to a crisp. Here he roasts a few of the occupants of Shady Oasis

Spyro's head-butting charge attack is great fun. Spyro barges them before they flatten him

The previously land-locked dragon can now swim. He's also able to dive and explore the ocean floor

Climbing is the second move that Spyro learns. This gives him even more freedom of movement

HELLOCUTIE

If you thought the characters in the first Spyro were cute, be prepared to meet some of the most adorable little critters ever, as Spyro makes his way through the 30 worlds of Avalar.

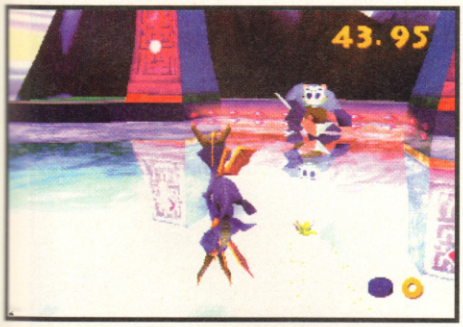
These singing monks of Colossus are divine. They open doors for Spyro by chanting. Spyro helps by ridding them of a dangerous Yeti

These Ice Builders are trapped in blocks of ice. When Spyro thaws them out they stick themselves to walls so he can climb up. Awww

The ever-helpful Spyro has rescued this snow leopard and returned him to his owner. He receives an orb as a reward

PLATFORMHEAVEN

The best thing about *Spyro 2* is the huge variety in gameplay. Each world features a number of unusual quests, as well as some excellent sub-games. There are even racing levels where you forget the plot and try to score points.



The Colossus monks love a spot of ice hockey, so they challenge Spyro to a game. But Spyro just has a great time ice-skating

Zephyr is a crazy world inhabited by pink blobs in uniform. This blob, called Little Bo Peep, wants help rounding up her 'cowleks'. Very odd

Metro Speedway is one of several racetracks in the game. Earn points by flying through gates and shooting obstacles

WHAT WE THOUGHT

FUN, FUN, FUN

Spyro 2 is a fantastic platform game that tries to improve on the standard platform fare while never forgetting that gameplay is all-important. It looks amazing, yet the bizarre graphics and strange humour hark back to classic platform games. The huge amount of mini-quests and the freedom of movement between the levels ensure that you never feel restricted.

MOVE IT, BABY

New moves such as climbing and swimming open out Spyro's world much further than previously. The underwater levels are a cue for more strange creatures (including hilarious underwater sheep), and Spyro even gets to ride in a submarine.

WE LOVE SPYRO

His sparky purpleness may not quite match up to legends like Mario or Sonic, but Spyro is one of the most loveable characters on the PlayStation. This might look like a game for younger players and it will certainly make an ideal Christmas present for the novice gamer – don't let the cuteness factor fool you though. *Spyro 2* is platform gaming of the highest order.

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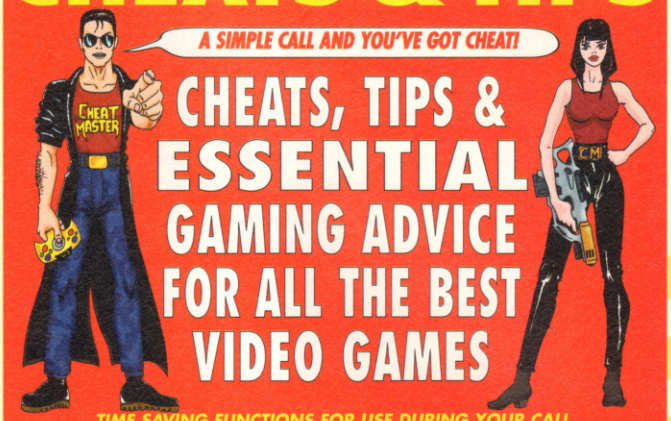

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Crazy cartoon capers try to barge *Mario Kart* into history

WORDS & SCREENSHOTS: MAURA SUTTON

When it comes down to good old-fashioned fun, *Mario Kart* is one of the best racing games ever. Take a popular platform character, throw in a few of his mates, and see what happens when they hurtle around a host of Wacky Races-style courses. Many have tried to imitate the formula – most have failed.

Finally, in *Crash Team Racing*, we have a genuine contender for *Mario Kart*'s crown. *CTR* steals unashamedly from *Mario Kart* – most notably in the use of power-ups to blast your enemies off the tracks. *CTR* is best experienced in a room full of mates all trying to blow each other to bits. A lot of effort has also been put into the single-player mode to enhance the long-term challenge of the game.

THE TRACKS

CTR boasts a staggering 16 different tracks, not including secret ones you discover as you progress. All the 16 regular tracks can be accessed at the beginning of the game by choosing either the Arcade or Time Trial menu option. When you select a track you can decide if you want to race over three, five or seven laps.

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COMPATIBLE: JOYPAD/ MEMORY CARD/ DUAL SHOCK

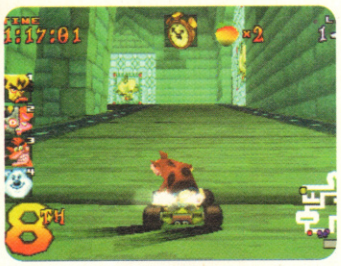
TRICK SHOTS

Although the game looks simple enough, there are lots of tricks you can use to improve your performance on the track and gain the advantage over your rivals.

HANG TIME TURBO: If you want to hang in the air for an extra long time after jumping off a ramp, press R1 button when you jump. This will give you a huge turbo boost when you land

POWER SLIDE: Press and hold R1 when making a hard turn to give yourself that extra advantage of a power boost when taking a tricky corner

TURBO BOOST: When you power slide, wait until your exhaust smoke turns black and then quickly press L1. Don't delay or you'll hear a backfire noise which means you've missed the boost



BRAKE SLIDE: When faced with a really tight bend, press and hold the square button when taking the turn. This will give you more control on the bend

MAD'TOONS

Just like *Mario Kart*, the eight playable characters in *CTR* are what really make the game fun. Watching their insane antics as you zoom past them is a great laugh. Each racer has their own distinct personality, so choose wisely when deciding who you want to play as. Here are three of our favourites.

CRASH BANDICOOT: Star of three platform games, this furball needs no introduction. He may be a gangly little devil, but he knows how to handle a racing cart. Pick him if you want to go like a rocket

POLAR: A cute polar bear who drives a rather lightweight cart. Not very good if speed is your main aim, but ideal for some of the more challenging tracks where a light touch is essential

TINY: This great big bruiser has spiked shoulder pads that are just perfect for barging opponents out of the way. He drives a huge chunky cart that is perfect for roughhousing

GREAT ADVENTURE

If you fancy something a little more challenging than racing around like a maniac, the Adventure option opens up a whole new racing experience. Use your driving skills to gain entry to secret tracks and earn the right to challenge more of the boss riders.

RELIC RACE: Race against the clock in an attempt to win a priceless relic that will help you gain entry into one of the special Cup races. Smash the numbered crates to stop the clock

SKULL ROCK: You have to drive around this arena as quickly as you can, collecting all the crystals before the time limit expires. It's a lot harder than it looks

RIPPER ROO'S CHALLENGE: If you come first in four challenge races in one of the five Adventure Arena worlds, you get the chance to challenge the level boss. Beat the boss to win a key to the next world

INSTANT PLAYER GUIDE INSTANT PL

MORE TRICK SHOTS

Mastering *Crash Team Racing* isn't just about learning the buttons for power and braking tricks. Here's a couple more explosive tips...

WUMPA FRUIT: If you collect ten of the Wumpa Fruit power-ups that litter the track, you will gain extra speed and your power-ups will be more potent

TNT: If someone throws a TNT power-up and it lands on your head, hop up and down using the R1 button to try and shake the TNT off before it explodes

WHAT WE THOUGHT

SIMPLE PLEASURES

In these heady days of mega-powerful consoles and ever-increasing sophistication, it's heart-warming to see a game based on such simple principles. Basically, you race people, you blow them to bits, and you have loads and loads of fun doing it.

IT'S A MAD WORLD

The gameplay may be simple to understand, but the backdrops for all this racing fury are absolutely stunning. The first few times you race you won't be bothered about winning because you'll be too busy gawking at the amazing scenery. You really feel like you're part of a cartoon and you'll never get tired of racing around those wonderful worlds.

SO JUST BUY IT

If you're looking for a fun-filled racing game, look no further. The mix of platforming and racing action is a unique touch that sets *Crash Team Racing* apart from the rest, while the 16-plus tracks offer a truly wacky carting experience. Buy it and you'll never have another boring Christmas party. Ever.

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IF YOU LIKE THIS TRY THIS...

Mario Kart 64

PULL-OUT POSTER

computer and video GAMES

JET FORCE GEMINI
Meet Vela – one of the most destructive ladies in video game history

MONKEYING AROUND

Take off with *Tarzan* or go undercover with *Gecko*

WORDS: DEAN SCOTT PIC: ANDY TIPPING

GAME BOY COLOR

COST: £24.99
OUT: NOV
MULTIPLAYER: NO

GEX 3: DEEP COVER GECKO

Lizard lounging – agent-style

WHAT YOU NEED TO KNOW
Gex is a secret agent gecko, and in this outing he has to rescue Agent Xtra (female, blonde, top heavy) from the clutches of his long-standing enemy Rez. This will entail collecting remote controls which allow him to transport to new worlds within a TV screen.

LIZARD CHARISMA
The main character animation is superb. Gex can slash enemies with his tail, scale walls and leap into the sky. He's a pretty agile chap, but suffers due to some odd level design.

TAKE A RUNNING JUMP
Missing a super-jump often means lots of frustrating back-tracking. Leaping between platforms is trickier than it needs to be, since careless design often places the next platform off the screen.

WORTH PLAYING?
Gex is yet another Game Boy platformer that gets lost in the pack. Some gameplay tweaks would have made it a contender, but as it stands it's just too formulaic and frustrating.

computer and video GAMES

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GAME BOY COLOR

COST: £24.99
OUT: OCT
MULTIPLAYER: YES

TARZAN

A monkey simulator. Fantastic.

WHAT YOU NEED TO KNOW
Disney's next big animated feature is Tarzan. Here you get to be Tarzan, swing through trees and drive the nasty humans out of the forest. There is one minor change from the norm though – this game is fantastic.

AMAZING AGILITY
You get to control characters from the movie, with a young Tarzan starring for the early part of the game. This kid is an absolute maniac. He swings, climbs and hangs just like a real monkey, and not even Sonic the Hedgehog could keep up with him.

MONKEY BUSINESS
Later levels feature Tarzan as an adult, and in between you'll also get to play as Tarzan's monkey friend Terk. The graphics are the best yet seen on small screen, and there's even an FMV-style intro to dribble over.

WORTH PLAYING?
This is one of the best games on the system, and the difficulty is pitched toward the younger gamer. Monkeys always look like they're having a great time, and this is your chance to get in on the action.

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  - Press # for Action Replay to repeat any tips you wish
  - Press 0 to return to Search Mode
  - Press * at any time for Help.

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4	5	6	PLAYSTATION & NINTENDO 64 CHEATS & TIPS
7	8	9	
* HELP	0 ABORT	# REPLAY	< PLAY MODE

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RAINBOW SIX

Can the PlayStation handle Tom Clancy's counter-terrorism thriller?

WORDS AND SCREENSHOTS: MAURA SUTTON

PlayStation

COST: £39.99
OUT: NOV

MULTIPLAYER: NO
COMPATIBLE: JOYPAD/DUAL SHOCK/MEMORY CARD

Rainbow Six **has already been a smash hit on the PC, where the intricacies of planning missions and briefing operatives fell well within the capabilities of a decent Pentium. The leap from PC to console is not as easy as some might think. Time to tool-up and kick terrorist butt – PlayStation-style.**

YOUR MISSION

The various missions sound great but prove to be a big disappointment. There's a lot of wandering around with only few objects to interact with, and the backgrounds look dull and one-dimensional.

In Operation Sun Devil you have to kill drug trafficker Ramon Calderon. He lets you to kill him instantly. What a nice man

When escorting hostages to freedom, they keep getting in the way. The urge to shoot them is almost irresistible

Operation Angel Wire takes place on a North Sea oil rig. You have to find and diffuse three bombs, which requires skill

ACTIONMEN

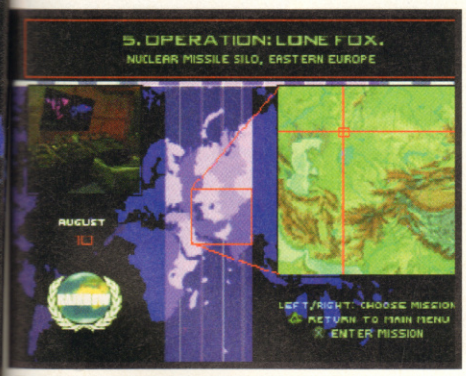
Plugging baddies is a bit like shooting plastic ducks at a funfair. The targeting mechanism is poor, and the general handling of the weapons is cumbersome and annoying. The paltry selection of gadgets on offer is just as depressing.

The M-16A2 is the only weapon with a decent aim in the whole game. You can shred the enemy quite well with this one, if you can be bothered

The frag grenades are quite useful if you can't see who's round the next corner, but the pathetically small explosions are uninspiring

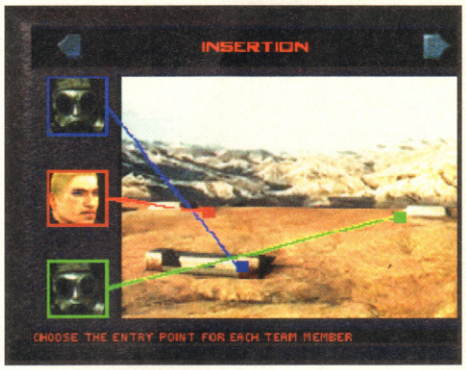
CUNNINGPLAN

Much of the PC version's success was down to *Rainbow Six*'s absorbing strategic elements. The PlayStation version attempts to duplicate the detailed pre-mission screens of the original, but the choices you get to make about the missions are limited.



The information screens are packed with facts about your mission, as well as background details on organisations and terrorist groups involved. Quite interesting really

Selecting equipment for your men is frustrating because you're unable to carry very much. Actually, there's not much to choose from anyway



This is where you must decide where to place your men. Not very exciting, eh? Put your team where you like, it won't have any real effect on your chances

"Clues like creaking floors are a neat twist"

WHAT WE THOUGHT

FIRST IMPRESSIONS

It all sounds so exciting. Controlling an elite SAS-style counter-terrorism squad in a variety of clandestine missions. Rescue hostages in the Congo, eliminate evil terrorists in Brazil, and defuse bombs on an oil rig. Brilliant! Sadly, what you get is the chance to wander around building after building, gasping at the bad decoration and wishing you had something more interesting to do. Like watch paint dry.

IT'S NOT ALL BAD

The realism and tension within *Rainbow Six* have translated well from the PC version. The fact that you can get killed with just one bullet may be frustrating early on in gameplay, but it's refreshing to find a game that's so realistic. Also, the fact that you have to pay close attention to aural clues – like creaking floorboards – is a neat twist. It's moments like these that *Rainbow Six* becomes almost enjoyable.

LAST IMPRESSIONS

This game is so annoying because it could have been every bit as good as the PC version. Instead, it comes across as a very poor second. The graphics are drab and lifeless and there aren't even any cut scenes or FMV sequences to propel the story. The control system is unwieldy and the absence of any decent weapons is bit of let-down. Get yourself a copy of the PC version by all means, but PlayStation owners should stick to *Syphon Filter* or *Metal Gear Solid*, while N64 owners should hold tight with *Goldeneye* and wait for *Perfect Dark*.

computer and video GAMES

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IF YOU LIKE THIS TRY THESE...

Hidden and Dangerous, Syphon Filter, Goldeneye

NINTENDO64

COST: £44.99
OUT: NOW

MULTIPLAYER: 1-4
COMPATIBLE: JOYPAD/ RUMBLE PACK

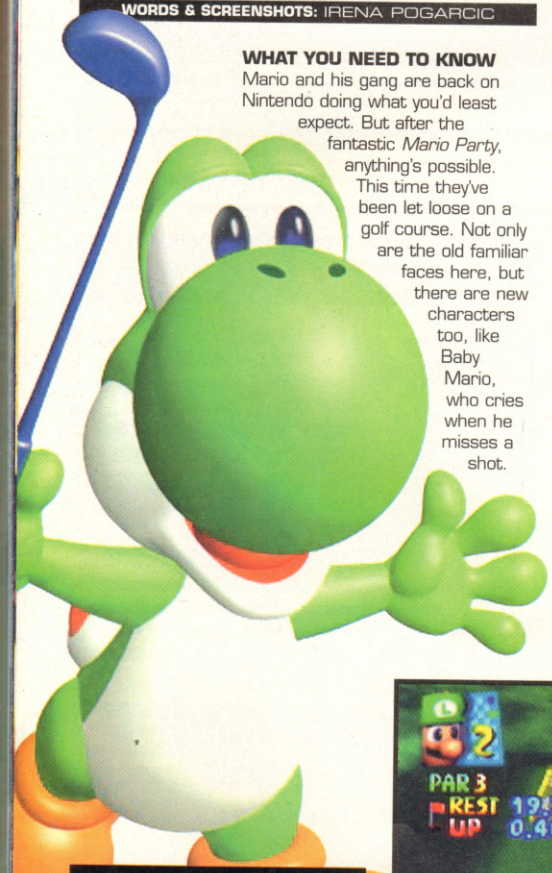
When on the green, measuring distance and slopes is vital for a good putt

A powerful drive and the ball flies through the air. This one is heading for the green

MARIO GOLF

Mario and his famous friends get together to play some crazy golf

WORDS & SCREENSHOTS: IRENA POGARCIC



WHAT YOU NEED TO KNOW

Mario and his gang are back on Nintendo doing what you'd least expect. But after the fantastic *Mario Party*, anything's possible. This time they've been let loose on a golf course. Not only are the old familiar faces here, but there are new characters too, like Baby Mario, who cries when he misses a shot.

New characters are won by beating your opponents, and in true *Mario* style, earning coins opens new areas.

BIRDIE NUM NUM

Playing is easy, so you'll soon start scoring points. Earning a certain amount will open up new courses. You can score points in every mode you play, but playing well in the Tournament mode will score you the most. If you hit a par four-hole with three strokes you'll score a birdie and get a Birdie Badge.

A FRIENDLY ROUND OF GOLF

Mario Golf offers a variety of multiplayer modes. Match mode can be played with two people and the player with the fewest strokes on a hole will win that hole. Similar to this is Skins Match, which can be played with up to four people. Whoever takes the least strokes wins a skin. If two players take the same number of strokes, the skin is carried through to the next hole. In Club Slots mode, a slot machine will determine which clubs you use.

SKILLS TO PAY THE BILLS

Mario Golf introduces some fun one-player modes. In Speed Golf, you are timed at each hole and the player who takes the least time to finish the course wins. Ring Shot is a skilful game in which not only do you have to hit par, but the ball has to go through rings set around the hole. If you do both, you'll be awarded with a star.

WORTH PLAYING?

Although golf games can be boring to some people, Mario's take on the game is fun and very addictive. The controls take some getting used to and putting is difficult to begin with – but at least your player is always pointed towards the pin. Multiplayer games can get very addictive and the one-player game has enough variety to make *Mario Golf* one of the best golf games around.

Lots of courses to play on, including crazy golf, except it's not that crazy

Baby Mario can play adult Mario. How's that possible eh?

computer and video GAMES

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IF YOU LIKE THIS TRY THESE...
Mario Party (N64), *Actua Golf 2* (PS)

RAYMAN 2:
THE GREAT ESCAPE

Add *Mario* to *Zelda*, stir well: Rayman's recipe of fun

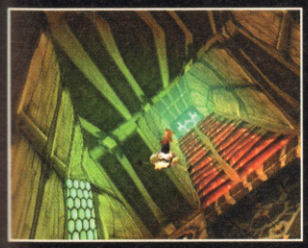
WORDS & SCREENSHOTS: DEAN SCOTT

REVIEWS

NINTENDO64

COST: **£44.99**
OUT: **NOW**

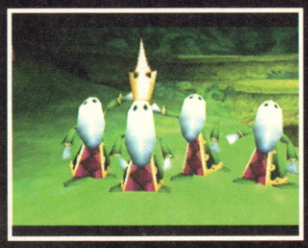
MULTIPLAYER: **NO**
COMPATIBLE: **MEMORY EXPANSION**



Take a rocket to see the sights

Monkeys swing from scenery like *Mario*

Avoid fire. It tends to take your skin off



Oi! Fountain pen head. Nooooooo!

Getting eaten by a big spider would be bad

How do you swim without arms and legs?

Left: If walking around gets boring, have a swim

Above: A few hours of *Rayman 2* and you'll be walking on air too

A Memory Expansion Pak is great for visuals

That red flashy thing recharges your energy

WHAT YOU NEED TO KNOW

Rayman 2 is a leap away from its predecessor. The new game borrows heavily from N64 classics like *Mario 64* and *Legend Of Zelda*, but crucially adds enough new ideas to make it a worthy title, and one fit to be named alongside *Mario 64* as one of the finest platform games on the console.

CHILD'S PLAY

The only major sticking point in the game is the difficulty level, which is pitched at the younger gamer. This is no bad thing, since Nintendo's classics – *Zelda*, particularly – were often unforgiving. An experienced player will blast through *Rayman* in no time, but will have a fantastic time doing so. Even the cut scenes are great, and will often have you in fits of laughter.

EXPAND YOUR MIND

*Rayman 2*s graphics are fantastic, and look even better with the memory expansion pack. Rayman himself looks great despite not having arms or legs, and the supporting cast are superbly presented. The scenery is lavishly detailed, whether Rayman is swimming with the fishes or flying through the sky on a rocket.

WORTH PLAYING?

Rayman 2 is a superbly playable and excellently designed game. The pace throughout is hectic, yet the gameplay varies all the time, so you could be looking upwards with rocks raining down one minute, be sliding down a greasy chute the next, and have piranhas snapping at you shortly after. Rayman himself is a delight to control, and the intelligent camera has a knack of finding the best angles. It's an N64 game that you've got to play.

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IF YOU LIKE THIS TRY THESE...
Mario 64 (N64), *Legend Of Zelda* (N64), *Crash Bandicoot 3* (PS)

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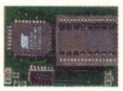

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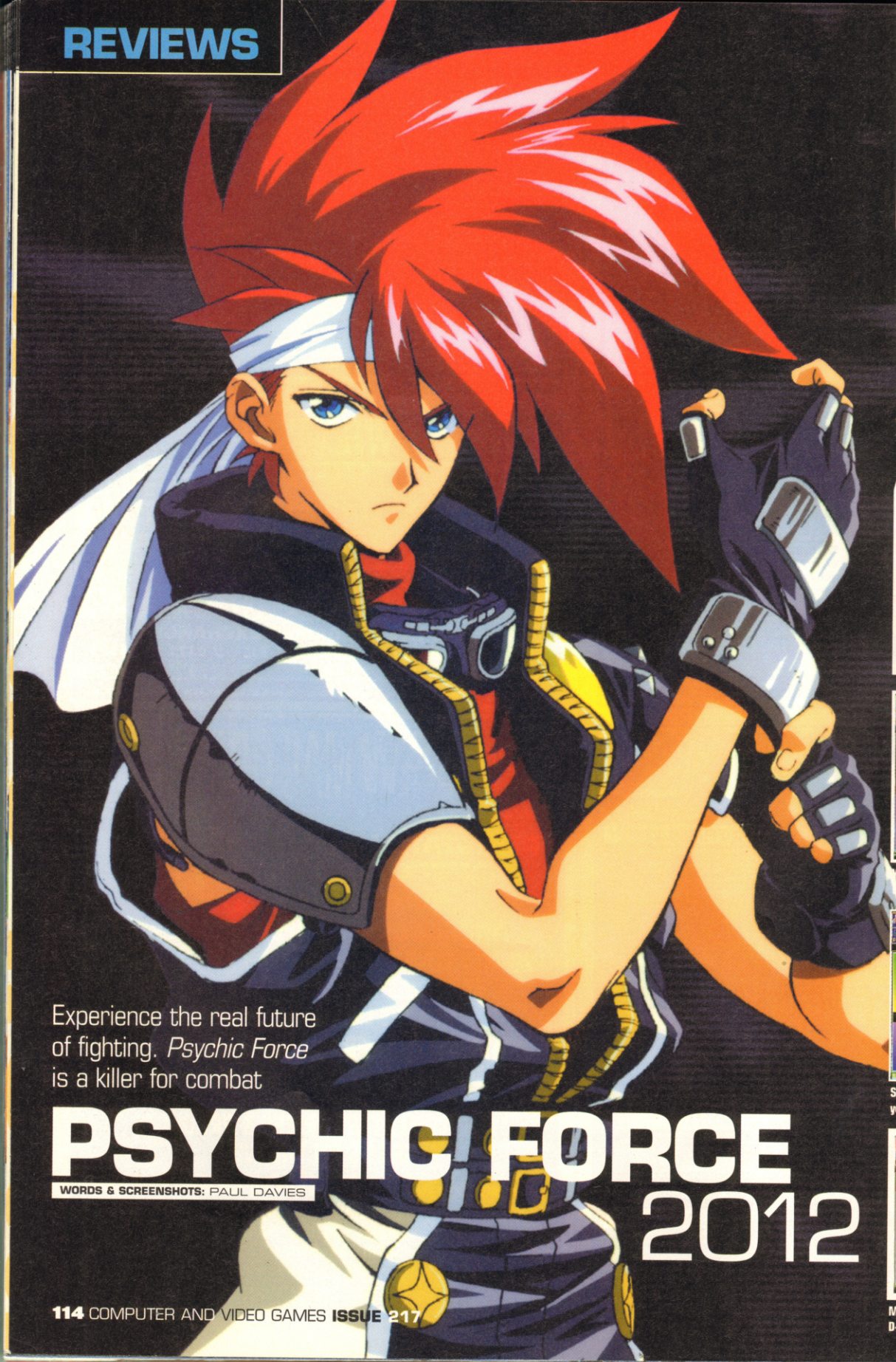

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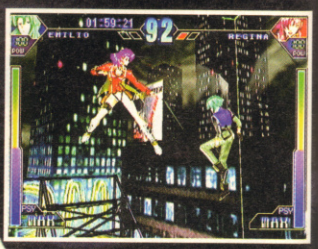
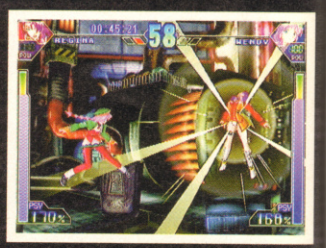
A PSYCHICCER YOU WILL BE

Psychic Force fighters are known as Psychiccers, due to their great mental powers. The energy gauge for Psychiccers balances physical power (Life) with mental agility (Psy). Psychiccers become more powerful as their Psy gauge gets larger.



Your Life and Psy gauges begin equal. As your life depletes, there's more room for Psy energy

Strong projectiles and Special attacks use up your Psy. Use the command buttons to recharge



More Psy energy equals more power. Spin the D-pad full circle and press all three buttons

Experience the real future of fighting. *Psychic Force* is a killer for combat

PSYCHIC FORCE 2012

WORDS & SCREENSHOTS: PAUL DAVIES

RAISE THE BARRIER– FAST

You get bombarded with all kinds of psychic artillery and need all the protection you can muster. To this end, Psychiccers can summon three types of barrier, plus one special defensive shield activated after a knock-down. Heck, even defence is complicated.

Here you need Psy energy and the ability to whip the D-pad through 360°. This Barrier Guard protects against all but Barrier Break moves

Once your Psychiccer has been knocked for six by an attack, quickly press Away, Towards, and Guard, to stop the onslaught

Psy-Impulse is a simple technique to get out after being knocked down – whether to use it or not is a tactical decision

ALL RANGE BATTLE EXPLAINED

You may gain the advantage, or find yourself open to attack in any place within the arena (Psy-Cube). Psychiccers battle using a mixture of long-range projectiles and close-up combination attacks. Some may even leave traps floating ominously in between.

Use Strong projectiles to cause the other guy to make mistakes. The Strong projectiles sap your Psy Gauge, but do some damage

The moves are more conventional close up – punch and kick combos similar to other fighting games – but grapple techniques are explosive

Psychiccers have useful mid-range attacks that require great dexterity. These often stun the opponent, leaving them wide open

MAKE IT SNAPPY

Key to surprising any opponent, especially the heavier ones, is snappy manoeuvering. Again, there are a few options available. Hanging in the air, slowly moving into position, is usually reserved for psyching out the other guy before exploding into action.

Tap both attack buttons together to Dash at the fastest speed the way you're facing. You can deflect some weaker attacks this way, too

More tactical zipping about, where you combine a direction plus the two attack buttons to outwit the other guy. No defense, though

You'll need to be faster than the speed of thought to work this one into your strategy, but it allows your Psychiccer to dodge attacks

WHAT WE THOUGHT

HEADACHE

Psychic Force 2012 isn't a game that you play casually, it's something you practise relentlessly to make sure you'll stand the slightest chance. It's unforgiving, a real pain in the ass, and the first impressions are, 'This is just too weird'.

ENLIGHTENMENT

Something clicks, however, and you find yourself lured by the ultra-cool characters; intrigued by a CPU that seems always capable of getting the better of you. The music is scorching – techno-rock was made for an extreme game like this. The whole experience is a fast, adrenaline-pumping assault on your nerves.

TOUGH CUSTOMER

You've a wicked new box of tricks aching to power-up something fresh and exciting. So don't be boring. Worse case scenario is that you never quite get the hang of *Psychic Force 2012*, but even then it remains interesting in a kooky kind of way. For the converted, *Psychic Force 2012* will be worshipped as a revelation.

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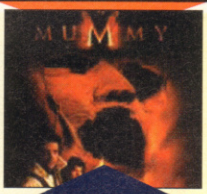

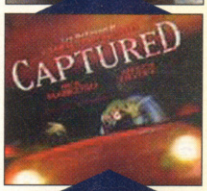

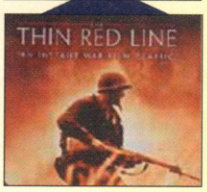

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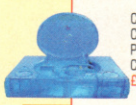

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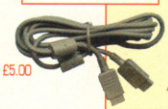

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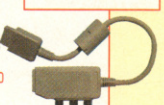

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